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NOVEMBER 1994



QUINTUPRESS
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ISSUE 63

NOVEMBER 1994

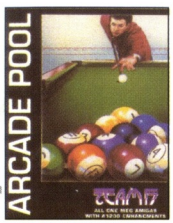
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NOP = will not work on A500
Plus, A600 or A1200
NO12 = will not work on A1200
1 MEG = requires 1 MB of RAM
• = NEW Item

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AMIGA A1200



AMIGA A1200

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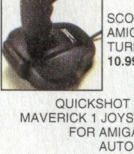
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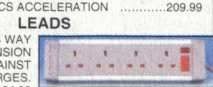


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Cover Print: Hubbards
Mag Printed By: Duncan Web (Maidstone)

Newstrade Distribution:
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SPECIAL THANKS TO: The London Taxi driver who waited patiently while Paul was ill! Steve for taking a well earned break...right on deadline, Helen for coming back from Australia for a month and keeping Chicken's mind on his work, Helen for going back to Australia before the next issue starts, Rick Horrocks (the Dreamweb guy) for being ultra-helpful at any time, night or day, Duncan from Kompart for buying that Manchester United season ticket when nobody else really wanted to go to that really sad place, Mark Hamill from Star Wars for being in the toilets at ECTS!, Neil for Apple E, Jim for putting Neil up and putting up with Neil and finally to Newcastle United for winning this year's Premier League before it even starts. Oh, and hi Mum and Dad hope you had a good holiday!

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"Lack of" of the month: Equipment

News p10

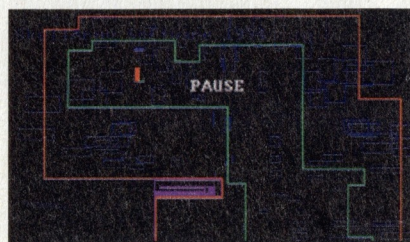
Read all about it! Find out about Gremlin's hot new image. See what Domark have done with Championship Manager, and read the latest on the computer pornography scandal

Subscribe p84

When a magazine sells as quickly as Amiga Action does, the only way to ensure your copy is to subscribe. Do it now!

Super Leagues p90

Has there ever been a more informative, fact-packed six pages than our adorable Leagues in any magazine? Probably, but we can't think of one at the moment



Public Domain p50

Neil's well and truly out the door now. Paul's done the PD this month in between playing The Clue and making tinned meals because he's on his own. Come to think of it, so is everyone...

Reader Reviews p44

Climb to the top of the highest mountain and shout at the top of your voice, "I'm in reader reviews! Yeeessssss!"

Talk Back p87

Just one abusive letter this month, and that went in the bin because it wasn't original. More next time hopefully

Swap Shop p96

Where will Mr. Swap end up this month? He has left our shores to find a better place from which to bring you the classifieds. Turn to the page and see

Reviews p19

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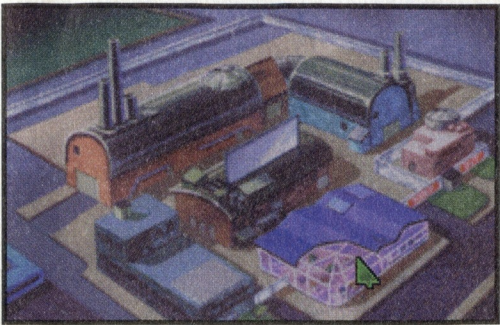
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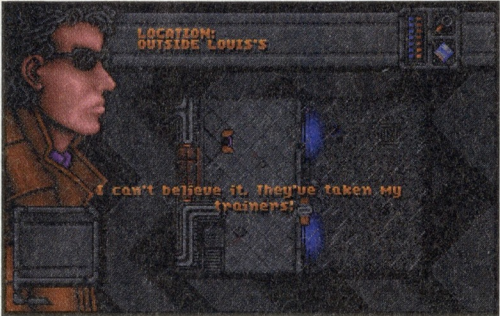
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**LITIL DIVIL
P26**





DETROIT
Get the production lines rolling and build those cars



DREAMWEB
Empire's nightmarish adventure comes to the Amiga



TACTICAL MANAGER ITALIA
Black Legend release their follow-up footy sim



SENSIBLE GOLF
Quick round from the guys at Sensible



FOOTBALL GLORY
From Croatia comes a Sensi Soccer challenger

Features

ECTS Show report p14

Twice a year the industry gathers in Islington, London, to see what the the companies have to offer over the next few months. Besides the work it's a good excuse to socialise and be merry. Turn to page 14 and see EXCLUSIVE photographs of the sordid forms of degradation which usually take place at these affairs! One of the photographs which appears in the feature features the rear end of our editor, Mr. Roundell, so we may as well take this opportunity to apologise in advance for any offence which this image may cause.



Game Guides

Monkey Island 2 p76

Let that be an end to your pleas for help

Valhalla p72

The only place where you can find the Level 4 guide!

Small Tips p80

Get all the latest tit-bits and little cheats

Son of Boggit p82

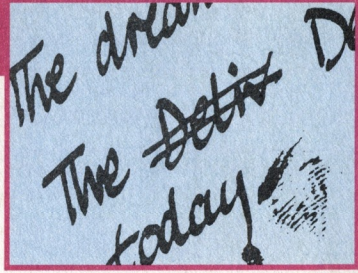
The Bogster returns from his filthy cess-pit



Ryan's Diary

It's very scary p53

Read the story behind psycho Ryan, the "star" of Dreamweb. How did it all start? Why is he as loopy as David Icke? This journal could only have originated in the most disturbed of minds, and we'll be concluding the story in the next issue. Read and be all scared



Coverdisks p6

Valhalla special edition

Play this specially commissioned level. We got the guy and gal at Vulcan to beaver away for days at this, and they've even put some of your favourite AA staff members in there somewhere. If you need help, simply turn to the disk pages and you'll also find a handy guide

Kid Chaos

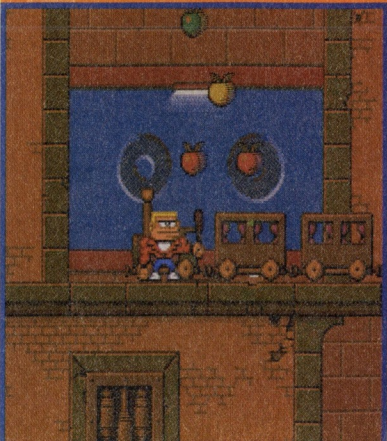
An exclusive (and the best to date) level courtesy of Ocean and Magnetic Fields. Take the kid through a challenging level before the time runs out and you have to restart. You have five minutes, starting from now...

Wired Chaos

Occasionally a PD game comes in that we all play for hours. Wired Chaos is the best version of Light Cycles available. So there!

The Assassins vs. AA

You may have read last month's feature on top PD game compilers The Assassins. We asked them to knock up an exclusive disk for us, and they've gone and done it with three of the hottest new games available. Two of the games are by the guys themselves, while Hydrozone is by the bloke responsible for the amazing Wired Chaos



If you are reading this page on your way back from the hospital after passing out in the newsagents, then we apologise. If you didn't pass out in the newsagents then you obviously didn't see last month's issue. Not only have we got a three disk bonanza this month, we had one last month as well! We've gone mad! And we suspect you may have done too, as your brains struggle to comprehend the value and playability we cram into each and every issue.

Valhalla makes a double appearance this month. We complete our solution to the full game later on, and because we know you'll be crazy for more, that's precisely what we've brought you! Vulcan Software have gone back to the drawing board and messed about with level four. They've put some stuff in, taken some stuff out – even included some AA staff members! – and come up with a whole new challenge.

Kid Chaos. Remember him? We've brought you an all-out exclusive level of this 88% rated platform game from Ocean so that you can see for yourselves precisely what the hell Paul was getting so excited about. Wired Chaos guest stars on the same disk, and if you believe Paul Roundell – and we'll understand if you don't – then this is an all-time classic.

After last month's PD feature, we take a look at the other side of the Assassins, namely their programming talent. Check out the three games especially compiled for Amiga Action readers. Tell you what – we like our disks we do.

Cover Disks

Kid Chaos

We saw last month just how many superb platform games there are around at the moment. In fact, so impressed were we by Kid Chaos, that we insisted that Ocean furnish us with a demo post haste. Well actually, we asked nicely, but the end result was much the same...

In traditional fashion, insert disk 2 into your Amiga and do that funky turn on/re-boot thang. Press a key or perform some similarly easy task, and the game will begin to load. (You can use this time to brush your hair or polish any spectacles that you may wear, if you like. Alternatively, wait a few moments for the intro screen to appear, then press fire.) Loading takes a while, and on completion you'll find yourself in the warehouse section of the toy factory.

It's the whole of the warehouse level, the only restriction being that you have just one life. Pieces of fruit are scattered throughout, and serve to simply increase your score. Light bulbs are your main concern, and although Paul trudged out some sorry tale about them last month, all you really need to know is that these must be destroyed. By jumping on them. Yes? You know, sort of stamping on them a bit.

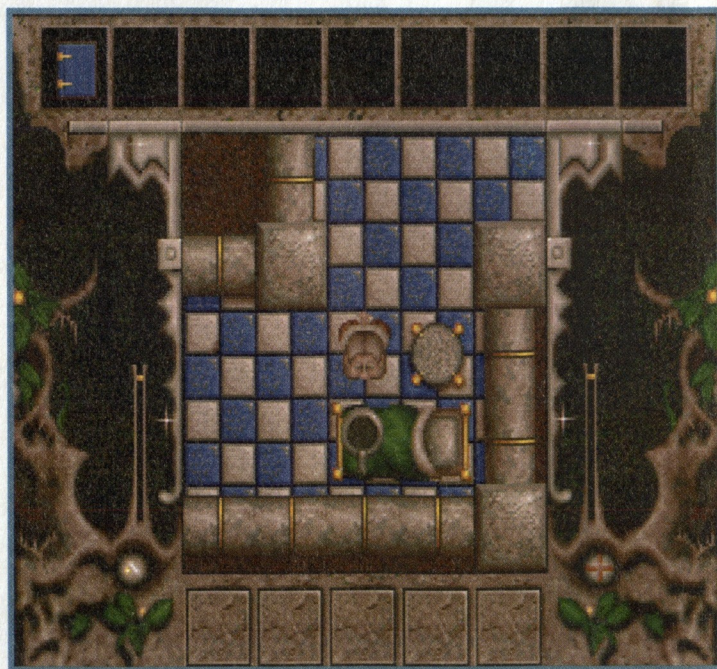
The timer starts at six minutes and you need to collect 80 bulbs. Extra time can be gained by smashing the clocks with your club, and lost energy (it starts at 99) can be regained in much the same manner.

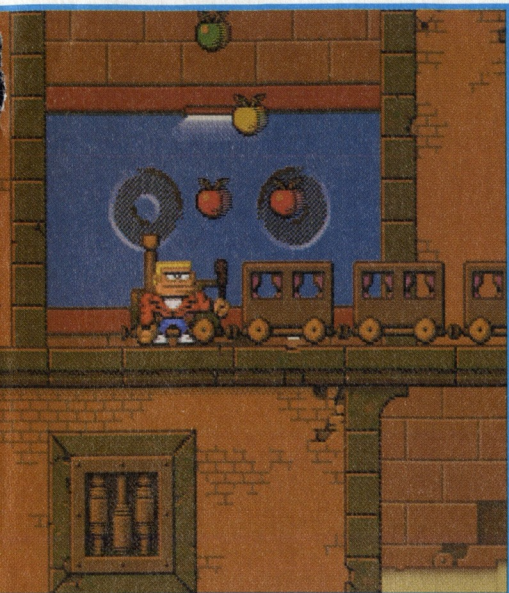
Spikes, fire and baddies are all out to thwart your progress, in what is a



Valhalla Special edition

Any regular readers of Amiga Action (and we have it on good authority that there are still one or two of you out there) will know that Vulcan Software impressed the hell out of us a couple of months ago with their "Amiga Speech Adventure", Valhalla. So, we said to them, "Vulcan, how about making some kind of demo situation occur?" They agreed, and even went a step further by making it a special AA version using the graphics from the game's fourth level.





very fast, very entertaining game. Go play it you absolute tinkers you.
(Er, don't get too excited if you find the hidden extra life token. It doesn't count.)

Okay, disk 1 in, Amiga on/reboot, select the appropriate number blah blah blah...

You control the little prince, and the idea in this demo is to solve a series of puzzles which will allow you to open the door. Once the door is open you are free to wander around the rest of the level, which looks pretty much as it does in the actual game. The only difference being that, of course, you can't do anything. Well come on, you can't expect to have the whole damn level. Vulcan wouldn't sell any games, and that wouldn't be good. Well it wouldn't be any skin off our rear quarters, but then we're not relying on it to pay the rent are we? Sidetracked? Possibly... so we'll press on, eh?

It's joystick controlled, and most items you come across are identified by the prince telling you what they are. A tap of the joystick button will bring up an icon bar at the bottom of the screen, and this will allow you to look at, pick up and use objects. The joystick icon takes you back to wander mode, and the disk icon, in this demo, allows you to restart.

At the top of the screen is your inventory panel, and anything you collect will automatically appear here. To use, drop or look at anything in your inventory, press the joystick button. Then push up to highlight the panel (after selecting drop/look/use at the bottom, geddit?), select the item you want and press the button again. You should be able to pick most things up, but be sure to look out for the AA characters knocking about. (Any game which allows you to effectively kill Paul is alright by us).

One final point: Neil is all Valhalla-ed out, and refuses to help anyone else who may ring in stuck, so over the page you'll find the solution to this demo which you can use when you get to that "You @%!ing little £@*\$ard!" point of proceedings. It's cleverly printed upside down, so you don't stumble across it on purpose and ring in complaining about us ruining your fun. We really do think of everything, don't we?

Wired Chaos

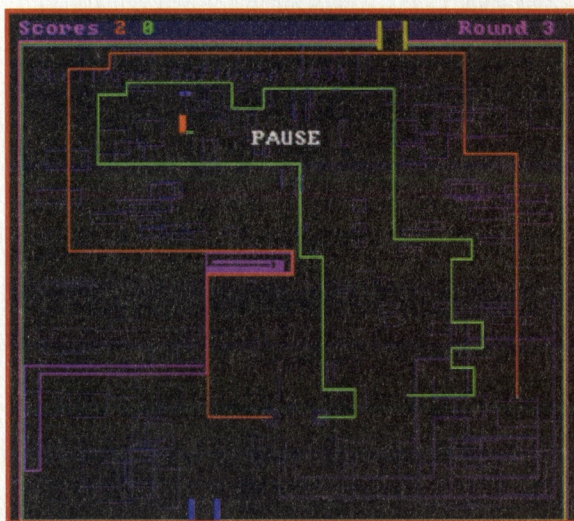
Now for some bizarre reason, Wire Chaos appears loathe to load up unless the disk is un-write protected (Write enabled, you dolt – small child). So, when you come to play this game, make sure that the slidey-slidey thing on the top left hand side on the back of the disk (Detail? – we'll give you detail) is pushed to the bottom of the hole. It is? Good, then we're away.

This is the true PD version of the shareware title that wins our prestigious PD Game of the Month later in this issue. It's a light cycles clone – partly – and a rather top maze-guider thing to boot, and can be enjoyed by two to five players.

The true light cycles mode allows you to either compete purely against each other in cat and mouse fashion, or add a few extra elements such as computer controlled lines (a

line, by the way, is what you control) and wall hoppers. The idea is to hem your opponent in however many times are necessary in order to win the game.

Mazes can be alternated between levels, or played every round. Again, two or three players control a line around dozens of dodgy bends in an attempt to reach the end first. There are three mazes in all, and believe us when we say that you'll have your work cut out just negotiating the bends at first, let alone beating your opponent for speed. Go on, give it a try.

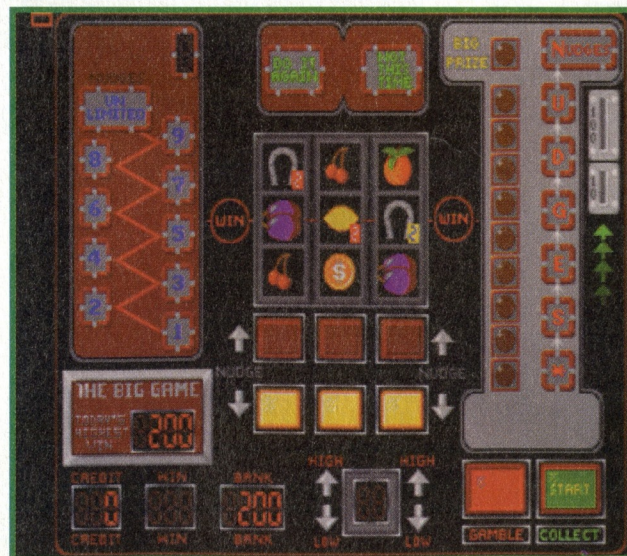


The Big Game

Disk 3, [F2] and away we go...

The thing about us here at Amiga Action is that we're lovely. We do exactly as you tell us. Mental Image's fruit machines have proved immensely popular in the past, so here's another one for you to get your teeth into, and it's a real gamble-fest.

You start off with £2 – not a fortune by any stretch of the imagination unless you happen to be Paul after a Saturday night out – but naturally, you want to make a fortune. So what do you do? Invest it in shares, give it to a tramp and hope he's a reclusive millionaire searching the streets for kind souls? No, you put it in a fruit machine like all the brainy blokes do in the pub. And what else can we tell you? Sometimes you win, sometimes you lose and sometimes you get the chance to gamble your way into the record books. Features hold, lights flash, barrels spin – it's a gambler, and a rather majestic one at that. Go play it.



Walk to right of screen, pick up blue book and read it. Walk down to bed, pick up the warming pan. To left of the bed is a dodgy tile (next to the trapdoor). Look under the tile and take the coin. Continue along to the left and pick up the match. Go back to the start and put match on the grill. Once the match is lit, pick it up again. Press the button to the right of the grill and the fire should go out. Take the chicken leg from the grill and replace it with the lit match – the fire should relight. (Re-light my fly-er! Ahem...) Put the coin on the "black and sticky liquid" near the grill and you'll be given a stamp. Place the stamp on the album at the bottom of the room to get a key. Take the key and give the chicken leg to the carnivore (between the two chests). Take the record from the now open chests. Go to the left of the room and place the record on the gramophone. Flick the switch beside the gramophone and a tap will appear. Place the warming pan on the drain, press the tap and pick up the full pan. Return to the grill and put the pan on the heat. Take the boiling pan and place it on the foot of the bed. Take the jug which appears and put it on the table in front of Steve McNally. When he's dozed off (sounds familiar) take the message. Stand facing Mr Roundell and read the 'go to sleep' message. He should now fall through a trap door and you can safely open the door with the key.

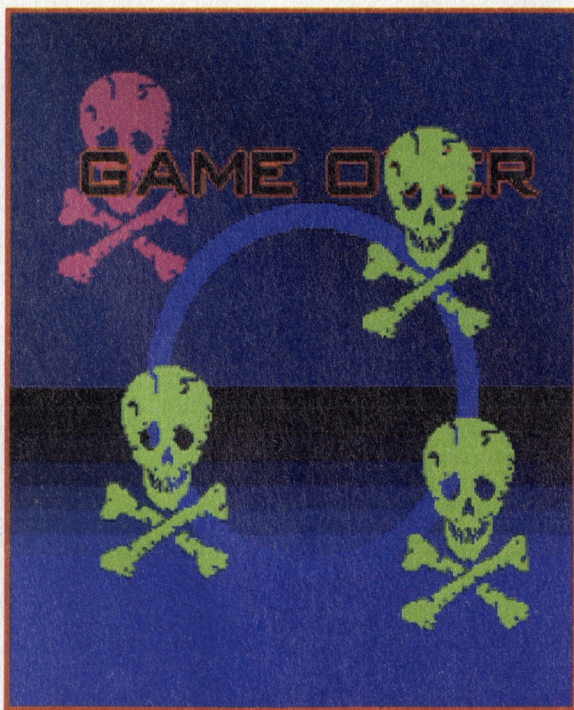
Valhalla special edition Cover Disk Walkthrough

Hydrozone

Disk, key etc...

The last of our top PD efforts in this Assassins trilogy is Hydrozone, a game young Steve raved about last month – so far as he ever raves outside of a seedy club in Salford.

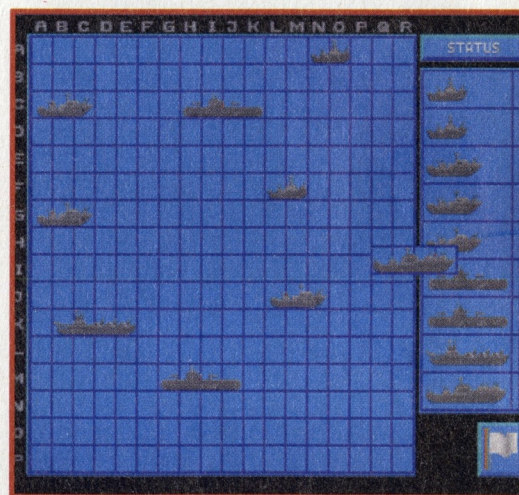
Fortunately, it's very easy to explain. You use the joystick to guide yourself through or past a number of obstacles. The end-of-level "face" baddy can be given a good hiding by pressing the fire button at the appropriate moment. Control in some of the levels is a little bit tricky to pick up, but you'll soon have the hang of it. What? You think we're lazy because that's all we've said? Well check it out for yourself then. It's a piece of cake.



Battle Ships

Everyone knows that the Assassins are famed for their compilations of any good PD games they can get their hands on. What you might not know is that they are a talented group of programmers in their own right, and Battleships is entirely their own creation. Wow!

Slap in disk 3, choose the correct function key and you're away. It's like you remember it, whether you played it on paper, computerised board or whatever. You know, when you used to cheat like mad by saying "miss" every time your mate got a direct hit on your biggest ship, leading him to wrench your protective arm away from the paper and start a fight there and then as a result of your abhorrent dishonesty. But because it's on your trusty Amiga, there are a few added bonuses. Up to four people can take part, and you don't even have to bother placing your own ships if you don't want, choosing instead, the "Hunt the Computer" mode. If you want a proper game, then you can even do that too! Place your ships, and search out those of the enemy. Easy.



Duff Disks

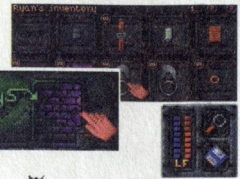
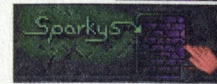
Occasionally the disks don't work. Sometimes they explode and raze your house to the ground, but you won't bother about that because the chances are you'll be dead. General failures though are a different matter. Please return the faulty disk (after checking it countless times) to our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks. Thank you. And sorry.

DreamWeb



~~Sunday April~~

Monday April 9



The clock keeps going round.

It won't ~~not~~ tell me the time.

Santa Claus gave a gun to me.

Let loose the puppies of war.

I died last night.



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"....BREATH TAKING....!"

"....HEART STOPPING....!"

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GAMES ON THEIR WAY... COMPETITION... ZEEWOLF...

First word

What a busy month it's been. We've all been down to the European Computer Trade Show to check out the very latest developments in software for you, and had a jolly good time to boot – have you any idea just how many mushroom vol-au-vents you can fit down the back seat of a London taxi? Quite a few more than you'd imagine, I can tell you. Chicken met Mark Hamill too! Or at least saw him talking to someone from another magazine... The air was generally optimistic throughout the show. Either that or we mistook the innumerable grimaces on all the faces as happy grins. But we're happy. Happy but tired actually, because it's been a struggle to wrench ourselves away from the top games in this issue. Which is saying something for us, because we're usually quite apathetic. Er, enjoy!

PAUL

Games News

Austrian developers Neo and their UK publisher Black Legend are so confident of the success of impressive *The Clue* (reviewed on page 31), that work is already well under way on a data disk. Extra burglaries are the order of the day, and Neo's Niki Laber stresses that they'll be tricky, with even the easiest blag being a continuation of the difficulty of *The Clues'* later robberies.

Neo are also busy with their follow-up to the well received, but largely forgotten, *Whale's Voyage*.

Whale's Voyage II is another space RPG. The graphics have been overhauled and the plot is more involving. Fans of the original should be pleased to know that previously generated characters can be carried through into this sequel.

Domark are gearing up

(gearing up eh? Funny eh? Eh?) for an F1 sequel of sorts in *F1 World Championship*. It features all the 1994 Grand Prix circuits and the artificial intelligence has been heightened somewhat, with slipstreaming actually being quite effective, and crashes causing semi-realistic damage to the car.

Something else to hit us at the last moment is news that **Magnetic Fields**, whose work in the shape of *Kid Chaos* and the *Lotus* trilogy have graced the software shelves for Gremlin and Ocean for years, have joined forces with **Kompart** for their latest product. **Crystal Dragon** is a change of direction for MF: it's a fully fledged RPG, and from what we've seen so far, it looks very good indeed. **Elfmania** developers



Grand Moving Competition

We've moved office here at Amiga Action, and it has its pros and cons. A nice view of the pond is afforded to us now from the first storey of our luxury complex, and many a pleasant hour can be passed watching the fish jump over the dead and rotting animals. Unfortunately, we don't have as much space as before, and consequently can't find room for all our games cupboards.

Not so good for us, but great for you! If we really made an effort, the chances are we could squeeze them all in, but, being a lethargic bunch of no-hopers, we aren't prepared to try, and are giving the things away. That's right – we've crammed as many games as possible into the all new AA zone, but anything that doesn't fit is up for grabs. We estimate that there are about 200 games left over, some old, some really old, and some really real – well actually a few are quite new.

To win this feast of nostalgia and mediocrity, simply jot down on a piece of paper a particularly pathetic trait of an old game. If we remember it and agree, you'll go into the hat/a corner of the room, and the first one out wins. Have your entries in by the end of October, and don't forget your name and address. Oh, and it's just the games you win, not the cupboard.



ZEEWOLF AT ZE DOOR

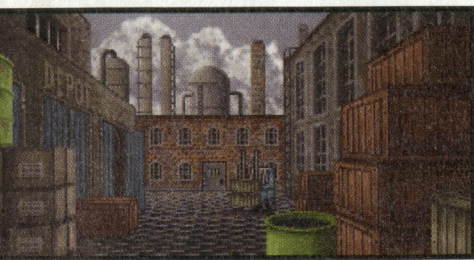
Zeewolf – Binary Asylum's first foray into commercial video game development, is at last nearing completion. It will be distributed in this country by Empire after the two companies struck a deal. A November release date is set, and to be honest, there's nothing more we can say at the moment. It's just that Paul was ever so proud of the headline and thought the opportunity to use it might not crop up again.

FILTH FEST... YET MORE FOOTY... STUFF...



Terramarque are following up their stylish beat'em-up with a car racing game – **P.I.D.** This stands for Private Investigator Dollarally, whose part you play in this overhead affair. As with their previous effort, Terramarque are confident that their programming techniques will ensure top notch graphics on the non-AGA Amigas, and claim to be backing this up with superb gameplay. We, for one, don't doubt it.

Another **Black Legend** release courtesy of their Croatian programming team, about whom you'll read more later in the mag, is **Embryo**. It's a flight sim/action game in a post-alien invasion world, where you, as the pilot, have to clean the planet of these beings' presence. Even on a standard Amiga, the speed is very impressive indeed, and we suspect that serious flyers will find most satisfaction from linking Amigas and engaging in a battle to the death.



Porn Guidelines

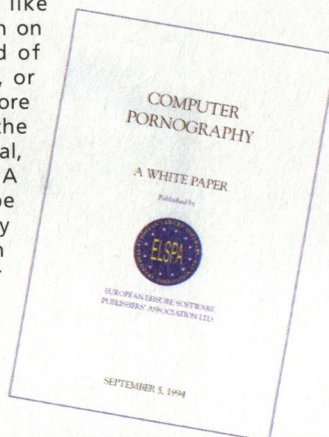
Once again the issue of computer pornography has raised its head, this time in the form of the launch of an **ELSPA** white paper reviewing pornography in the computer and video games industry.

Over the last twelve to eighteen months, the increasing availability of computer pornography has received widespread attention in the media, both through newspapers and specialist magazines such as ourselves.

The aim of the document is to examine just how prevalent the problem is, the methods of distribution the dealers use, the measures currently in place to counter the growing threat and policy recommendations to the Home Office to help in the fight against it.

Also included is a particularly handy page of guidelines for worried parents, providing advice on what to be wary of, what action you should take should you suspect your child has come into possession of unsuitable material, and a series of simple rules that you can follow to lessen the risks.

If you would like more information on how to get hold of the white paper, or even just some more information on the situation in general, then **ELSPA** themselves can be contacted by telephone on 0386 830642, or by mail at Station Road, Offenham, Near Evesham, Worcs WR11 5LW.



Any Old Iron

Keith Park, a bloke who apparently likes to start clubs, has launched the Computer Recycling Club, an initiative designed to reactivate and put to good use, those old, discarded and seemingly obsolete computers. The information we have, suggests that the club will be run by enthusiastic volunteers with more than a little technical knowledge. The idea being that clubs and charities can obtain a computer tailored for their needs at a very reasonable price.

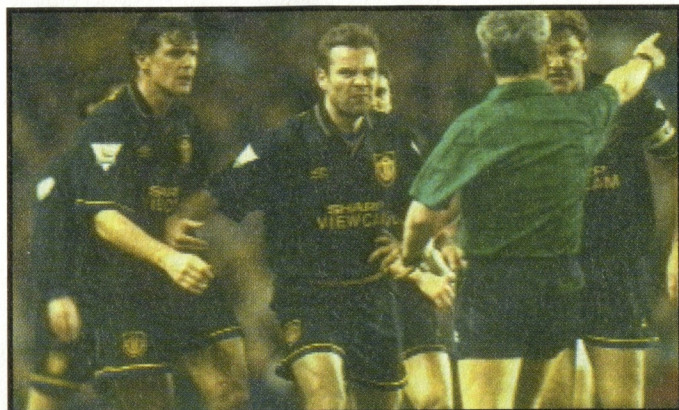
Anyone who's interested, either in becoming a member or recipient, can get more information by ringing 01685 883640, or writing to: Computer Recycling Club, 19 Penbryn, Mountain Ash, Mid Glamorgan, CF44 6DA.

To be honest, none of us here can get our heads round it...

STOP PRESS

CHAMP MANAGER 2 ON WAY!

Just as we're going to press, news comes in that – yes! – the much speculated about Championship Manager 2 will get a release after all. Championship Manager is the most famous and successful of all the football management games, and the thousands of fans will, in a few months, no longer have to content themselves with end of season data disks (which, ironically, we mention on page 12). This most welcome of products will feature the new Scottish leagues, and will incorporate international management too!



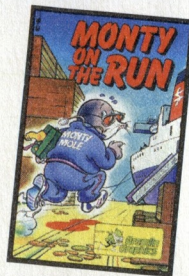
Football Crazier

Krisalis know when they're onto a good thing, and Manchester United Premier League Champions is nothing if not a good thing. To this end, the MUPLC 1994 data disk should be available any time now, featuring team information that is correct almost to the day.

Also in the offing from Krisalis for next year, is another quite different football licence – PFA Player of the Year. The perspective should be quite different too, with Krisalis promising a kind of FIFA angle "but from higher up in the stands". The basic game engine will be that of Man Utd, and the sprites remain the same tiny size. However, they do intend to use the licence to the full, and have yet to decide how to get the most from their unique deal.

GREMLIN'S NEW IMAGE... MORE CHAMP MAN... MUSIC

Time for change



Check out Monty, he's certainly on the run. Oh yes

Gremlin Graphics – or “the Sheffield based software house” as they are always referred to, are about to undergo a pretty dramatic change. People who’ve been playing games for years may remember the Monty Mole series which were the ones that made Gremlin famous. Believe it or not, it’s 10 years since all that business. There’s been an awful lot of water under the bridge since then, and not too many companies can boast that they’ve been around for that long.

Anyway, 10 years have gone, and the big



nobs at Gremlin have decided it’s time for a change. Gone is the lovable logo, in comes a flashy new corporate design. Gremlin Graphics are no more, now it’s Gremlin Interactive.

Amiga Action had a chat with the “Sheffield based software house’s” PR chap, Steve McKeivitt, to see what it was all about. He had this to say:

“We’ve made the change to celebrate 10 years of success in the industry. Gremlin Interactive has a new image to go with its new generation of classic games for the emerging CD technology, and you can count the Amiga 1200 CD in that too!”

Sounds all exciting doesn’t it. And, although we were unable to cajole him into telling us just what their CD1200 plans were, you can rest assured that more news will follow as and when we get it...

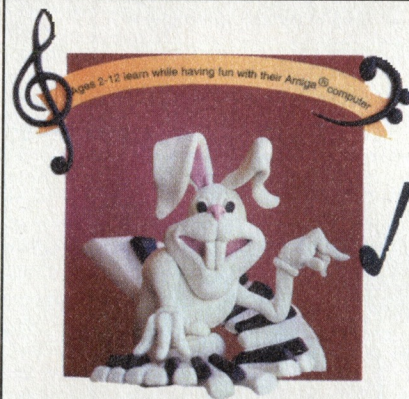
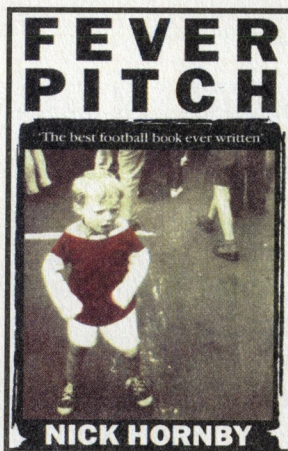


The new Gremlin Interactive logo. The day of the lozenge is over for ever. Er, yes

May at United, unfortunately

Domark have been at it again. The Championship Manager ’94 end of season data disk is doing the rounds at the moment, and should be in the shops by the time you’re reading this.

Promoted and relegated teams are in the correct divisions, and all the players who enjoyed mid-season moves are now playing for the right clubs – except David Rocastle, who rather selfishly moved from Man. City to Chelsea after the thing had been programmed. On sale at £15.99, it should be a real treat for footy fans. The pack also contains Nick Hornby’s award winning book ‘Fever Pitch’.



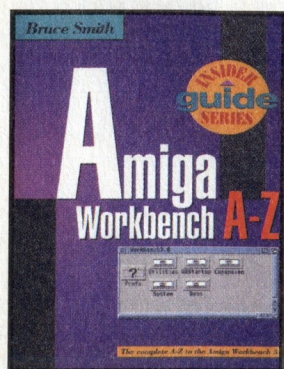
My my, what a friendly looking bunny rabbit you are. At least the kids won’t be scared witless

Musical youth

Fed up with all those tricky music programs that seem to require a physics degree and a brain the size of Northumbria to get into? Then WindShadow software have got just the product for you.

Actually, it’s more a product for kids than anyone else, and is, in fact, “A product where young children can have fun learning about music.” The name of the package is Making Music With Bertie Bunny, and the Canadian company claim that children as young as two can use it.

The idea is to help kids recognise the sounds of various musical instruments, and help them create combinations of sounds through a series of simplistic interfaces. It supports any Amiga with Workbench 2.0 or better, and should be available soon at a more than reasonable £24.99.



Bookworms

There are those of you, we know, who aren’t content to simply play games on your Amiga. You yearn for more. It’s a complicated business though, so anyone who has a machine with Workbench 3.0 might be pleased to learn of ‘Amiga Workbench A-Z’. It’s a 250+ page book by renowned computer author Bruce Smith, meticulously detailing just about every feature of your Amiga’s “serious side”. It’s available now from all good book stores at £14.95, and is well worth a read if you are at all serious about your Amiga.

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EDITOR
CAKE AND MOUSTRAP

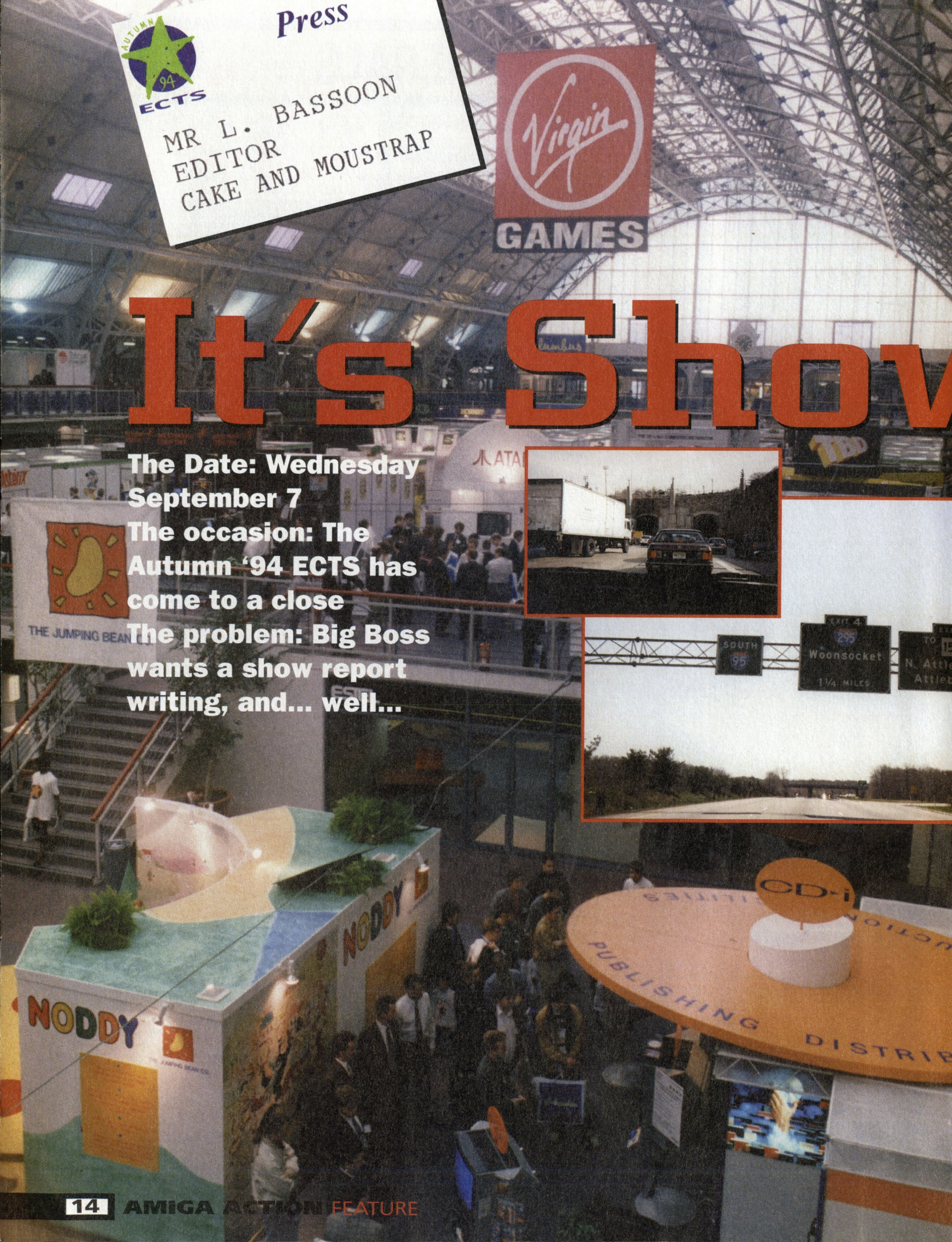
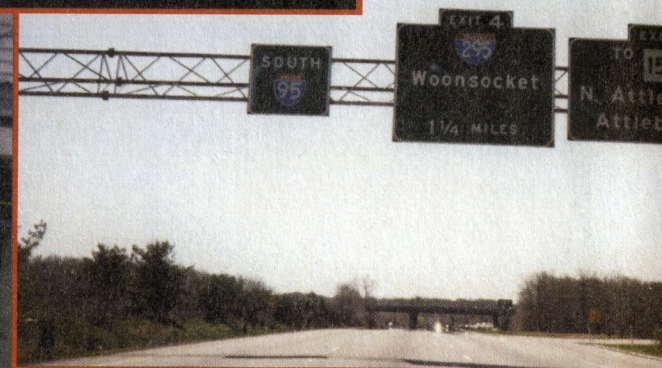
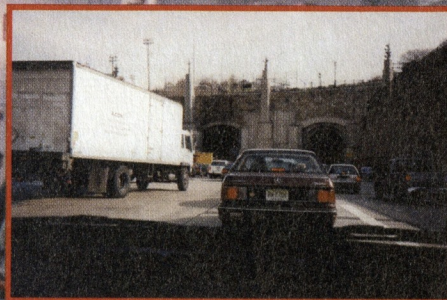


It's Show

**The Date: Wednesday
September 7**

**The occasion: The
Autumn '94 ECTS has
come to a close**

**The problem: Big Boss
wants a show report
writing, and... well...**



The European Computer Trade Show is the twice-yearly event in the software industry calendar. Every year, thousands of journalists, exhibitors, retailers and kids off the street, who lie to get a ticket, descend upon the Business Design Centre in Islington to eyeball the latest in video game entertainment. And anyone who says the magazines have seen everything well in advance and treat the occasion simply as an excuse for a skive couldn't be further from the truth. Marvel at the professionalism and dedication of the AA team in this exclusive and in-depth report...



It's obviously very important to be as relaxed as possible when going to the ECTS. It's a dog-eat-dog world out there and anyone looking the least bit uptight or unnatural is unlikely to get the big exclusives that everyone wants. Therefore a little pre-show relaxation doesn't go amiss, kind of a limbering up of the mental muscles if you will. In order to make sure that one is on top form you understand.

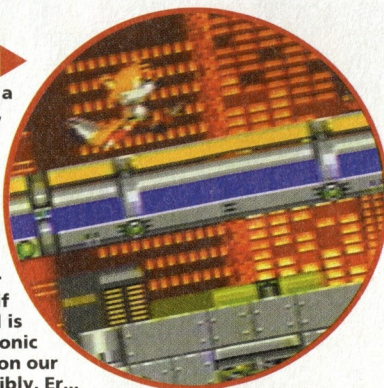
vertime

◀ The Gremlin suite was busy as always, though we feel we might have stumbled across a racing game that puts all of theirs in the shade. Once again that hoary old non-disclosure chestnut prevents us from naming the team behind it, but the work they've put in on this project and the amount they've managed to squeeze out of the AGA Amiga, beggars belief. Working title, "Johnny Herbert's Virtua Daytona Ridge Race Lamborghini Lotus Micro Machine Overdrive Chase HQ", the game is a driver's perspective "true racing simulation" complete with the most stunning graphics seen to date. As one passer-by noted: "It's as if you're looking at an actual photograph taken from inside the car."



◀ Meetings are a very important part of the ECTS, and come in all shapes and sizes. You can book an appointment with the relevant company and turn up at the correct time to talk to them, or perhaps the meeting will take place after the show over a quiet drink. Obviously everything is taken in moderation, therefore maintaining a professional environment in which to conduct business.

Er, er, all the big names were there of course. Yes! Japanese giants Sega had a lot to show, although, um, that doesn't have a great deal to do with the Amiga, obviously... Although who knows, with a new Commodore future just around the corner, perhaps a deal will be struck. Anything's possible after all. Oh my God - er, and if say, for instance, a deal is struck, then, er, perhaps Sonic might make an appearance on our machine. Possibly. Er...



Meetings over a quiet drink are all very well, but we here at AA prefer to do our business the old fashioned way. It is this approach which led us to the stand of a very big software company indeed, who leaked exclusively to us what their future plans were. And mind-blowing stuff it was too. Non-disclosure prevents us from publishing the name of the company*, or indeed the title of their next release, said to be "the largest game the Amiga has ever seen", boasting better-than-arcade graphics, a soundtrack by Michael Bolton - er, no not Michael Bolton - a soundtrack by the specially reforming Beatles, including John Lennon, and speed 50 times that of the fastest game on the most powerful PC. And of course our sneaky roving AA cameraman was able to bring you the world's first picture of it - but his camera went all funny.



▲ A feature of more recent ECTSs has been the drafting in of big name stars by the top companies, either to boost their product or because they actually star in them in some way. Buzz Aldrin and Mark Hamill are just two of the dozens of stars to have graced the British Design Centre in the last couple of years, but Amiga Action learned of a new industry rumour doing the rounds.

Er - oh yes, that's it! Right, yes - it seems that several top companies are locked in negotiation with American giants, er, Fox TV, or somebody, to secure the rights to the Married With Children licence. Everything is being kept very much under wraps at the moment, and indeed when we found a moment to quiz "bimbo daughter Kelly", Christina Applegate about it, she remained tight-lipped. Fnarr. Er... um, here she is posing with Chicken, who's just to the right, off camera.



Action Feature

*Amiga Action regrets that this information may be of dubious truthful content. As it turns out, the person we spoke to was not in fact a company representative, but a small Indian girl who'd lost her mother

Movies
game
video

The image features three lines of stylized, bold text. The word 'Movies' is in yellow, 'game' is in pink, and 'video' is in green. Each letter has a thick black outline and a slight 3D effect. The text is arranged in a slightly overlapping, stacked manner. The background consists of a large yellow circle on the left and a solid blue field on the right, separated by a curved line.

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10	5	HEIMDALL 2	CORE DESIGN	£29.99	ADVENTURE

★ = RE-ENTRY ★ = NEW ENTRY

Action reviews ▶

Some of the most innovative games of the year make an appearance this month, and we love 'em – we love 'em all



Every game in Amiga Action is given the mark we feel it deserves.

Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a



particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?

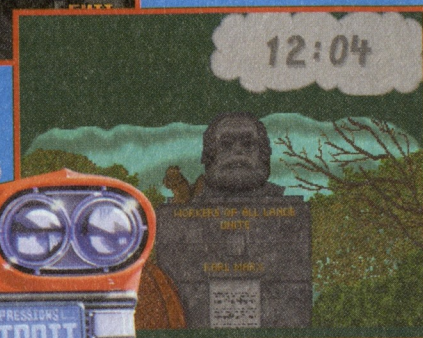
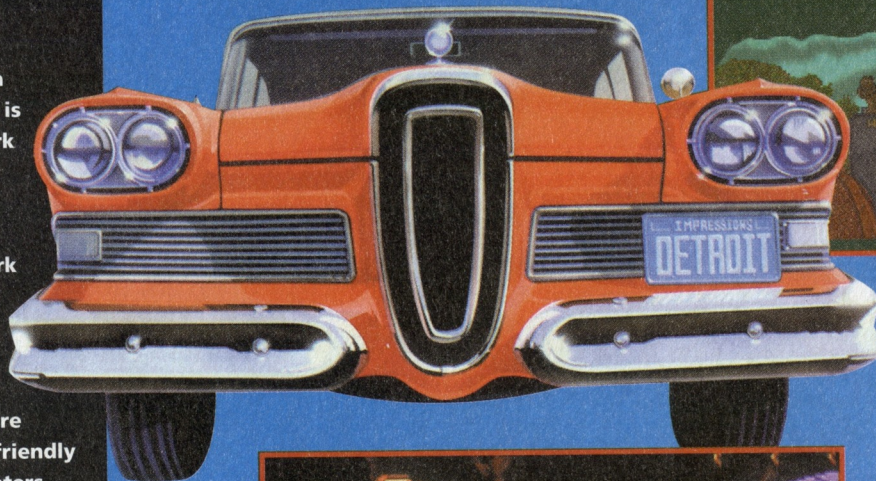


Dreamweb p20

Chicken's girlfriend is back in Aussie, so this is as close as he'll get to slap and tickle

The Clue p31

Paul goes back to what he does best – ripping people off left right and centre



Detroit p38

The thing about Steve is he's an idealist, so he relishes this opportunity to build the perfect car – ie one he can afford to insure



Litil Divil p26

It's that, er, Litil Divil called love again. Eh Chicken?

Also calling in...

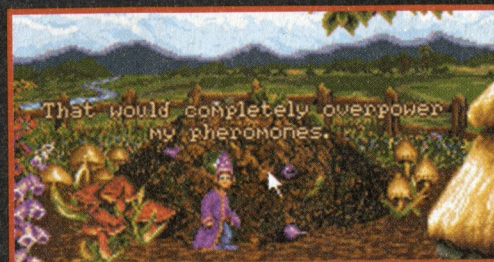
Top Gear 2 p36

Tact. Man. Italia p28

Simon the Sorc. CD32 p42

Soccer Kid CD32 p43

Jetstrike CD32 p43



ACTION REVIEW

ADVENTURE



A bodyguard lies dead with an axe buried in his chest. This is partly due to your violent tendencies as you try to find your way through to David Crane



There are bad dreams and then there are BAD dreams. It's no fun waking up in the middle of the night having just had a nightmare, and there are some dreams which leave you cold. The dreams that only psychos and murderers (like our Editor) have. The ones that tell you that you have to kill somebody...

Anyway, it's here. The hype's over kids. Dreamweb – a game packed with filth and violence has finally arrived. Does it really deserve the 18 rating that's being attached to it? All the furore is being caused by the rather graphical nature of what's on view. Empire must be loving it, because this really is a game a lot of parents would really rather not see in their kids' possession, and that's the reason it may well sell a lot of copies.

The plot revolves around Ryan (you) having strange nightmares about killing seven people. Not surprisingly, Ryan eventually turns into a bit of a

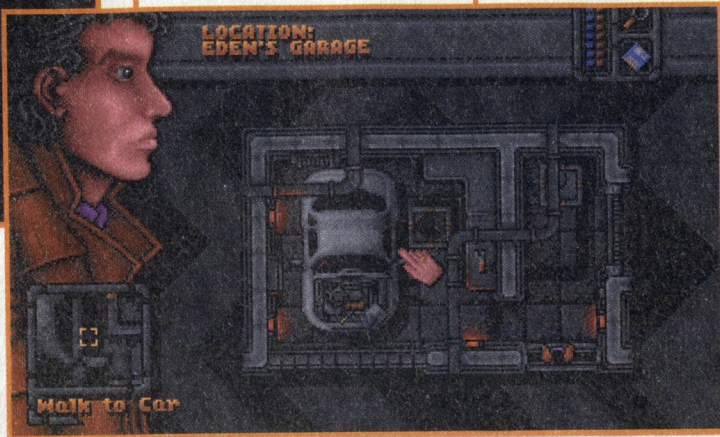
Dreamweb

Do you ever dream? Do you ever have bad dreams? If so, they're probably not as bad as the ones that young Ryan is having at the moment. He's about to have a very bad day indeed!



Your girlfriend Eden has just moved into a new apartment. It is still in a state of disarray

As with her flat, Eden's car is in an unfinished state. Sadly you have no idea about mechanics



headcase. These dreams get so bad it becomes necessary for you to act them out for real by butchering these seven victims. Nice eh? The only crime these people have committed is that they have each been possessed by part of a mystical force called the Dreamweb. Only by killing the host can these pieces be released and once again united, or something like that. This is the fantasy element which will doubtlessly be used in any arguments about computer violence.

You might be wondering why people are complaining about this game if there are only

seven killings. In a game like Cannon Fodder for example, there are literally thousands. Maybe people will think that while the violence is less gratuitous, there is a greater degree of realism than in many other games. Actually having an assassination victim and having to plan the murder somehow make this a bit more real, don't you think? I'm going to leave it up to you to

decide the rights and wrongs of a game like this, as I refuse to be drawn into the same tired old debate which is frankly beginning to bore me a bit. Regardless of content, the final analysis of any new game has to come down to whether it is any good or not. Fortunately for both Empire and Dreamweb, this time the product is up to it. The hype will shift units, but people will not be disappointed with what they get

(unless they're out looking for some erotic filth, in which case they'll be sorely upset).

Psycho

I've more or less explained the plot behind things, so I'm going to leave that alone too. Ryan is viewed from above, in a similar sort of perspective to the one used recently in Vulcan's Valhalla. The graphics are a bit small and pokey, with only one room being shown at any one time. The rest of the screen is devoted to a rather large picture of our psycho, and various other options like Disk access

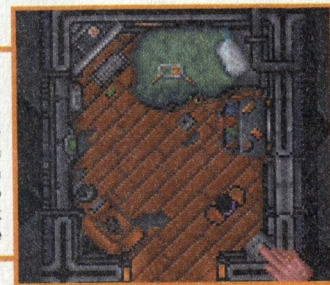


What's the world coming to? You've just been mugged and had your trainers stolen. It's raining too!

and time etc. This rather small viewpoint can sometimes make life tricky, as it is all too easy to miss something vital. Thankfully there is a Zoom feature which appears at the bottom left of the screen. This gives a larger, if more pixelated, view of items.

Dreamweb has a lot going for it as a graphic adventure. For starters it has an original plot. Not a king or princess in sight. The setting is sort of Blade Runner-esque and it works a treat. The second thing that scores points is the control method which I found very simple to use. Within

Your bedroom may look a tattered mess, but it is the home of a killer. You can also log onto the network from here

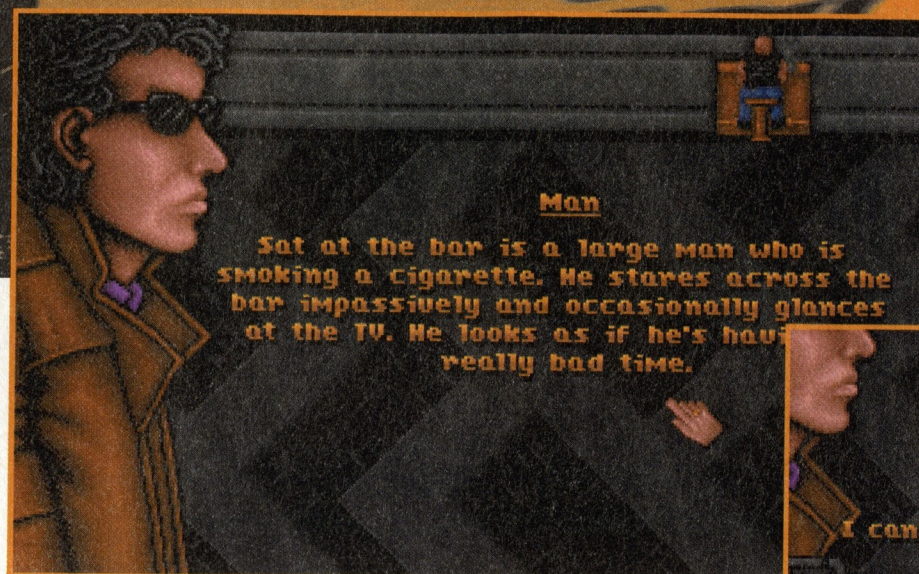


The second victim is General Sterling. He is being interviewed in this TV studio

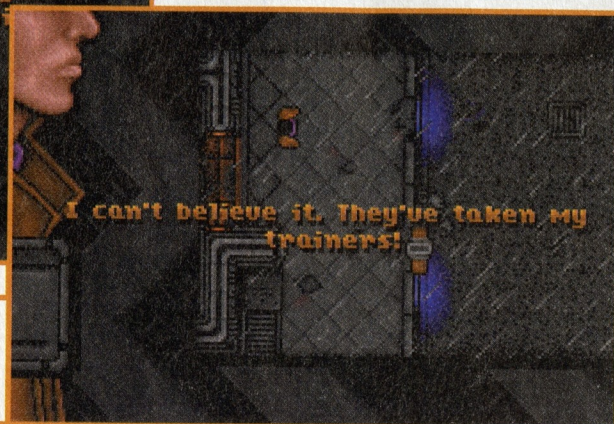


The Pool Hall is a centre of vice and filth. From here you will be able to pick up a weapon

Dreamweb (cont)



Talking to people is as easy as clicking on their character and watching the conversation unfold before your very eyes



Your trainers have been nicked and you are furious. You can't leave the area without new ones

a few minutes of picking it up, you will happily be pointing-and-clicking away. It is extremely unlikely that you'll be screaming profanities every five seconds, as the controls are not frustrating in the least.

Pistol

You start off in your girlfriend's apartment, knowing you must arm yourself and go and kill a rock singer called David Crane. After a search round and a visit to a few interesting locations, you'll be in possession of a nice little pistol and Crane's current address. Booking a hotel room is next. Then, with a little help from a fire axe and your gun, there'll be two bodyguards with their gibbs hanging out in the foyer of the Penthouse Suite. Then it's off to the bedroom. Here you'll find Mr. Crane somewhere underneath a mound of jiggling flesh and blonde hair. This is the sex scene that everybody's made a lot of, and while you get the gist of what's going on, it's hardly (very) arousing!

The "shy and innocent" groupie will run off shrieking, leaving you to terminate Crane with a shot to the chest, and so it goes on. Six more

people must be killed in increasingly graphic ways, although there is no other sex to speak of. Each time you bump a victim off, you go back to the Keeper of the Dreamweb. He will inform you of your next victim and then it's off you go again.

It's very apparent that the programmers have spent a lot of time putting Dreamweb together, and then, once it was finished, going back and adding the little touches that make it a bit special. The Network system is one such example.

This is a computer system that allows you to get Electronic Mail and all the latest news headlines. It must be used as a real computer terminal, with you actually doing the typing once you have logged onto the system. Each time you commit an atrocity, read the news and sit back and bask in the glory of your successful killing. Sounds a bit too real in places doesn't it?

Initially you may think the game is far too simple. The first couple of killings come easily, but then people begin to get wise to you, and the difficulty curve rises sharply.

The method used to travel around the various locations in Dreamweb is also designed to cause as little grief as possible. Once Ryan leaves a location, another screen will appear, allowing you to scroll through the areas available to you. A place can only be accessed once you have the address – you can't just go to a hotel unless someone has told you about it, which is fair enough. This means that you are, in effect, guided through the game. There's a limit to how badly you can get stuck, which may be a good or bad thing depending on your point of view.

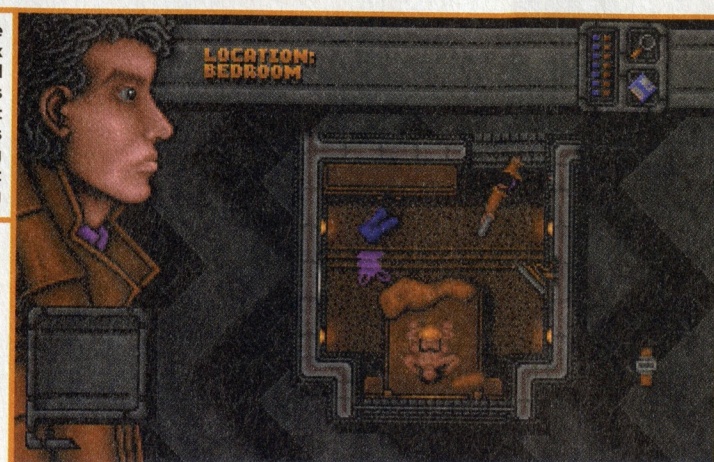
Aural feast

I've mentioned the graphics already, but it's also worth talking about the atmospheric music. A lot of thought has obviously gone into this, and that's a sure sign of a complete game. With a CD32 version also expected, we can look forward to a great aural feast! Whether it's worth an 18 certificate or not is debatable. Nothing like it has been tried before as a major release, and in this



This is it, the infamous sex scene. David Crane is under that woman. He's enjoying himself, but not for long

This murdered victim has dragged herself across the room, leaving a trail of blood behind her

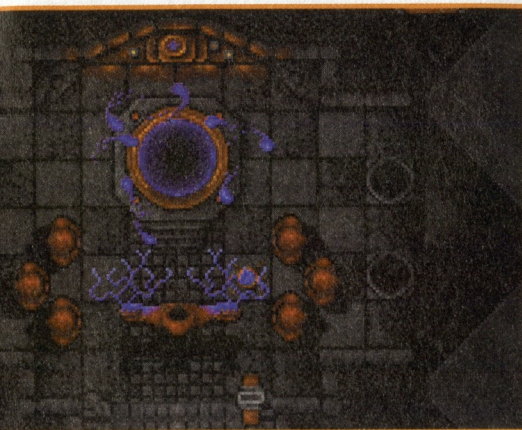


Your girlfriend works at Sartain Industries. It is also the site of one of your oh-so grisly murders



Your inventory does what you would expect. There are three pages of goodies to flick through

The Keeper of the Dreamweb informs you of your next victim. You must go and search again



age, where certain people seem set on slagging off computers and their effect on society, it may well be classed as bad timing.

My personal opinion is that it isn't going to corrupt anybody, so there shouldn't be a problem. However, I can't help thinking that we haven't heard the end of Ryan and his Dreamweb – for all the wrong reasons. If you aren't bothered by the "adult" content, you'll get a lot out of this, and it'll be interesting waiting for a follow-up. **A**

Sparky's Bar is where you try and hold down some form of employment. It's only a matter of time until you're fired though



Louis is your best friend. He is also a dodgy figure who can be a very useful contact indeed

THE LOW-DOWN

PUBLISHER Empire
CONTACT 081 343 7337
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GRAPHICS	80%
SOUND	83%
PLAYABILITY	90%
DIFFICULTY	Tricky

I certainly enjoyed it and I don't consider myself a colossal pervert. Dreamweb is a good adventure with an adult theme. Killing people isn't wholesome, and this does portray you as a psycho – I was a little shocked when I had to murder a 58 year-old security guard. However, I didn't turn it off and write to my MP like some people will no doubt end up doing. You've been warned. If you don't like the sound of it, steer clear. Alternatively, if you're just after a great adventure which is different to most others, then purchase immediately. Congratulations to all concerned.

REVIEWED BY CHICKEN

SECOND OPINION

If there's one thing in life you simply cannot beat, it's a bit of a kill. There's nothing quite like the feeling you get from tearing the flesh from someone's bones, cramming it into your mouth and chewing. Yummy yummy yummy! And I'm not mad. No.

OPINION BY JEFFREY DAHMER

OVERALL SCORE

92%



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A mystery with a twist in the dragon's tail..

Available on: Amiga (compatible with 500, 600 and 1200),
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ACTION REVIEW

ARCADE ADVENTURE



The Bucking Bronco prepares for yet another victim. Yep it's you

When Gremlin bring in a team of ex-Walt Disney animators, it's a fairly good bet that the planned game will feature graphics of an extremely high standard. Considering the fact that said designers were commissioned some years ago, it would also be fair to assume that the game would be finished within a year or two of the project commencing.

This hasn't happened, and it's taken until now to get any kind of Amiga version ready for sale. Gremlin Ireland have taken over the responsibilities, but even now, these guys have given up on the idea of producing Litil Divil on anything other than the CD32.

When I first saw this game almost four years ago, there were plans to have it running on a trusty old ST. That machine has been dead as a games force for over a year now, so that should

put into perspective how long Litil Divil has actually taken to produce from start to finish. Anyway, enough of that, it's here now so I'll stop going on about it.

It's true to say that there is actually very little to compare it with. In fact, the closest you can come to a decent comparison is the Sullivan Bluth series of Dragon's Lair games.

Now that's a little unfair, and probably more than a little off-putting as these games were all renowned for having the world's crappiest gameplay and the world's greatest graphics. Litil Divil keeps those classy visuals but stirs a little bit of playability into the pot too.

You play the part of Mutt. He's a Divil, and a Litil one at that, – hence the name I guess. You've been sent into the Labyrinth of Chaos to bring back the – wait for it – “Mystic Pizza of Plenty” for all your chums.

Now before you start on, yes, I did say “labyrinth”. Anyone who knows me personally, which I would imagine would be relatively few of you, will know what an unerring sense of direction I possess. I absolutely adore mazes. I love ‘em! No maze is too big... and so on.

Actually I'm lying. I hate getting lost in hours of tiresome scenery that all looks the same, and

Litil Divil

Four years in the making and numerous re-designs. At last, Gremlin's showpiece finally hits the shelves... for the CD32 at least



Mutt the Litil Divil teeters precariously on a ledge. Better be careful not to tumble off or else





Time your jumps to perfection or you'll be sorry



Mutt takes part in a tennis championship with a strange being

The path ahead is missing. What do you do next I wonder?



Lital Divil's graphics are yet to be beaten on the Amiga



It looks like a game of chess to us. Where should you move?

There's no point in having a maze if there aren't things to find in there and, as you might expect, Lital Divil

has such treasures in abundance. Besides necessities such as food and money, which can be found scattered around the maze, there are also doors which lead into shops and puzzle rooms.

Some of these chambers require items that have to be bought at the shops, and if you haven't picked up enough money from the maze, you won't be able to buy these items to complete the rooms. Get the picture? Good.

The idea is that you have to get through the rooms to get to the other side of the labyrinth and out again. The problem is that it's bloody hard. That's not to say it isn't enjoyable though, because it is. It's just that it can be disheartening to have to retrace so many steps after every death (which will, believe me, happen quite a few times in your first few games).

Divil's Advocate

There is a room on each level with a bed in it, and you can only save the game at these points. As you can no doubt imagine, this leads to a lot of unnecessary trekking backwards and forwards. Having said that, it's one of those challenges where being frustrated actually brings you back to play again.

Lital Divil is an excellent example of what a CD32 can achieve. With a lot of games just being ported directly across, Gremlin should be given huge credit for going ahead with a machine specific title and doing it so well too.

At last regular Amiga owners have something to get jealous about! Maybe in the future it'll be worth owning both machine. For now just get your hands on a copy of this without worrying about the politics too much. **A**



THE LOW-DOWN

PUBLISHER Gremlin
CONTACT 0742 753423
HD INSTALLABLE N/A
PRICE £29.99

GRAPHICS	91%
SOUND	92%
PLAYABILITY	80%
DIFFICULTY	Very Hard

My patience was tested to the limits with Lital Divil. It's easy to get lost, it's easy to die and it's easy to lose all your energy on near-invisible traps in the tunnel section. Yet, I still found a soft spot for it. The game has been lovingly crafted over a period of several years, and this shows through, despite all the flaws. Lital Divil on any format is a fine achievement, and on the CD32 it's as close to a programming miracle as you'll get. If you don't mind mazes and have a CD32, then the shops are where you should be heading right now with your dirty great wad in your pocket.

REVIEWED BY CHICKEN

SECOND OPINION

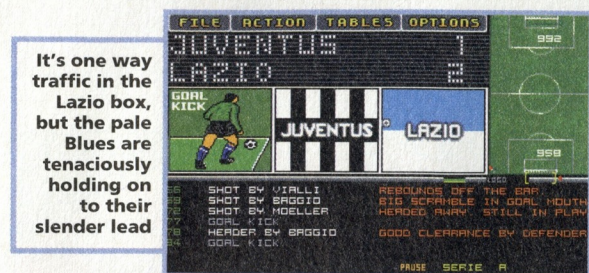
Not for me this. I'm sorry, but if I want quality graphics of this kind with minimal interaction, then I'll watch Stars in Their Eyes and ring through with my vote at the end. The only upside is that the Divil looks slightly less ridiculous than that Matthew Kelly bloke.

OPINION BY PAUL

OVERALL SCORE

85%

ACTION REVIEW SPORTS SIM



ANDERLECHT	ATT	122	354
ANDRIASEVIC	STEPA	127	424
ANDREO	BOAVISTA	120	340
ANDREU	CLUB BRUGGE	124	398
ANDREU	FEYENOORD	122	354
ANDREU	DEF	124	358
DINAM	ZAGREB	110	210
NIMES	M-O	120	350
BURSASPOR	ATT	110	210
AJ AUXERRE	DEF	118	286
VALENCIA CF	M-A	117	286
SERRING	M-O	117	286
VACANT			
VILFORT	KIM	BRONDEY IF	M-A 120
GALYAMIN	DMITRI	ESPANOL	DEF 120
ZIOBER	JACEK	MONTPELLIER	M-A 118
URBAN	JAN	CA OSASUNA	M-A 114
PAZ	RAFAEL	SEVILLA FC	MID 120
GOMEZ	FERNAN	VALENCIA CF	M-A 118
SOLER	MIGUEL	FC BARCELONA	M-O 124
LJUNG	ROGER	GALATASARAY	M-O 111
KIRIAKOV	ILIAN	ETAR TARNOVO	DEF 108

Tactical Manager

Conquered the English leagues and eager for more? Then dust down your cheap shiny suit and enter soccer's slow lane

Any game (or indeed anything for that matter) which ridicules Paul "Gazza", "Everyone's mate", "Housewives' favourite" Gascoigne in any way, no matter how small, is alright by me. As more and more people are at last coming to realise, he isn't funny, he isn't a chirpy chappy and he isn't even that good a footballer. He's just Paul Gascoigne, and there's frankly nothing to shout about in that. By including a 'Cry' option along with the usual temperament settings then, Tactical Manager Italia endears itself to me from the word go.

Just like Domark and their Championship Manager saga, developers Talking Bird realise that there's a fair bit of mileage in this football management marlarky. To that end, they have ever so kindly provided us with two new leagues to conquer in the form of Italy's Serie A and B. Er, and some cups, obviously.

At the time of writing, TM is still riding high in the Amiga charts, so the chances are that many of you will know how the game plays. Some won't though, so here we go...



It's a football management game, so you know what to expect. Pick a team, tailor your squad, train them up and, in theory, win some trophies. Of course it's

never that easy. A number of variables come into play, and it's precisely these which, if the pundits are to be believed, make Tactical Manager stand out from the crowd.

First impressions? Well, it all looks a bit rough to be honest. A strange looking chap appears on the none-too plush title screen, and before long you're into the game and faced with a set of menus that look suspiciously like refugees from the Amiga Workbench.

On choosing a team you realise that, just like its brother, TMI isn't too bothered about getting every single club's badge correct as long as the colours are there. In fact when you reach the cup competition, you find that some of the smaller clubs are represented by nothing more than a generic cup tag.

But hold on, we've gone too far...

So what about those menus? Sure they look a bit ropey, but we're away from the exterior now and into the detail. And what detail there is, by the gondola load. (Top Italian play on words eh? That's why they call me Booker Prize Roundell you know).

Up to scratch?

Once you've picked a team you'll need a manager, and then you'll be wanting to check on your squad of players. Some not up to scratch? - transfer 'em then, or, if you prefer to concentrate on the playing side of things, opt to switch transfers to automatic.

How quick do you want a match to go? - decide at the outset and leave the setting for good, after first choosing how many seconds should separate the results of the other matches.

Contractual matters getting you down? - turn

LAZIO				FRESHERS			
1	L	MARCHEGIANI	GOA GOA	7			
2	L	CORINO	DEF DEF	1			
3	G	FAVALLI	DEF DEF	1			
4	R	BACCI	DEF DEF	8			
5	L	LUZARDI	DEF DEF	2			
6	C	BERGODI	DEF MID	11			
7	R	DI MATTED	M-A MID	12			
8	T	DOLL	MID MID	7			
9	A	WINTER	MID WIN	9			
10	A	BOKSIC	ATT ATT	13			
11	G	SIGNORI	ATT ATT	17			
12	C	SCLOSA	M-O SUB	20			
13	O	FUSER	M-A SUB	20			
14	R	CRAVERO	M-O SUB	20			
15	L	DE PAOLA	M-O SUB	20			
16	P	CASIRAGHI	ATT SUB	20			
17	P	NEGR0	DEF RES				
18	J	CHAMOT	DEF RES				
19	P	GASCOIGNE	M-A INJ				
20		VACANT					

these off too then, unless of course you're (quite rightly) impressed that the programmers thought to include them in the first place.

What I'm trying to say is that there's a setting for everything, and whether you give a damn or not, it's nice to have the option - 'option' being, in case you haven't noticed, the key word in the world of Tactical Manager.

The details of every single player in every single team is correct, and it is said that even their temperaments and styles of play have been included too - not perhaps too wild a claim when you realise there are 30 settings per player. Not only can you choose your team's playing formation and style (high crosses, counter attack, hard play and even fall in the box are included!), but should you be the kind of fanatic who still feels a final touch is needed, you can arrange the team manually using the handy on-screen pitch. **A**

FILE	ACTION	TA
JUVENTUS		
LAZIO		
POSS	106	72
CONTR	13	1
FLOW	5	1
CORNER	6	1
FOULS	1	2
INJUR	1	0
OFFSIDE	4	0
CLOCK	34	0
SHOTS	14	5
45 MDOLLER		
DOPE TEST: CARRERA		

Quite a bit of information eh? Not convinced Zetterberg's worth £3.5 Mn though



CURRENT SETTINGS			
SPEED OF MATCH ACTION	FAST	NORMAL	SLOW
LEVEL OF MATCH COMMENTARY	FULL	HIGHLIGHTS	GOALS
DELAY BETWEEN MATCHES	2 SEC	30 SEC	PAUSE
LEVEL OF INJURY DURING MATCHES	NORMAL	NORMAL	LOW
AUTOMATIC SAVE EVERY FOUR WEEKS	ON	OFF	
AUTOMATIC COMPUTER TRANSFERS	ON	OFF	
DISPLAY MAN OF THE MATCH	YES	NO	
DISPLAY CLUB BADGES BEFORE MATCH	YES	NO	
AUTOMATIC SEQUENCE MODE	ON	OFF	
TV NEWS AND EVENTS	BRIEF	FULL	
5 AFTER EACH MATCH	YES	NO	
DURING MATCH	YES	NO	
YEAR	94	95	96
TRANSFER SYSTEM	YES	NO	
FRANCHISE RENEWAL	YES	NO	
ES	YES	NO	
5 OUT OF CONTRACT	YES	NO	
PLAYS TO SCREEN	YES	NO	
PRINTER	DISK		

I could explain all these stats in detail, but - well actually, no, I couldn't

Just about every single variable can be altered at the outset

er Italia

PERFORMANCE	OVERALL
9	13
10	5
6	0
9	6
6	6
7	5
9	10
9	17
9	17
7	2
8	4
6	0
9	0
8	0
	101
	107

LAZIO

This kind of information should allow you to make those important selection decisions

Er, yes, and it's still 2-1 here at the, er, Juventus Stadium. Move along now please



THE LOW-DOWN

PUBLISHER Black Legend

CONTACT 0438 840004

HD INSTALLABLE Yes

PRICE £25.99

GRAPHICS	N/A%
SOUND	65%
PLAYABILITY	82%
DIFFICULTY	Tricky

In an overcrowded market, Tactical Manager Italia finds itself a niche by offering an overwhelming amount of statistics which should satiate even the most ardently fanatical football blandster [You talkin' to me? You talkin' to me? - Neil]. I honestly can't think of a single extra setting that I'd want - comprehensive isn't the word. Well actually, yes it is. Damn, now I sound really daft. This is the kind of game where, should you choose, you could spend hours just sorting out the team before each and every game, and perhaps perversely, this is partly the game's downfall too. For an icon/text driven game with such a huge amount of options, the control system isn't quite what it should be, and takes longer than it should to master. Thankfully, in the end, the struggle proves worthwhile, and the gameplay comes shining through in what must rank as the most detailed game of its kind. And yes, I do remember On The Ball from last month. Personally I can't wait for the Italia data disk when the 'Cry' option is replaced by 'Knock Bird About'. Good old Gazza eh? He's certainly got my respect.

REVIEWED BY PAUL

OVERALL SCORE

80%

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UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

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I've ever seen" 97%*

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

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CD32 AND
IBM PC

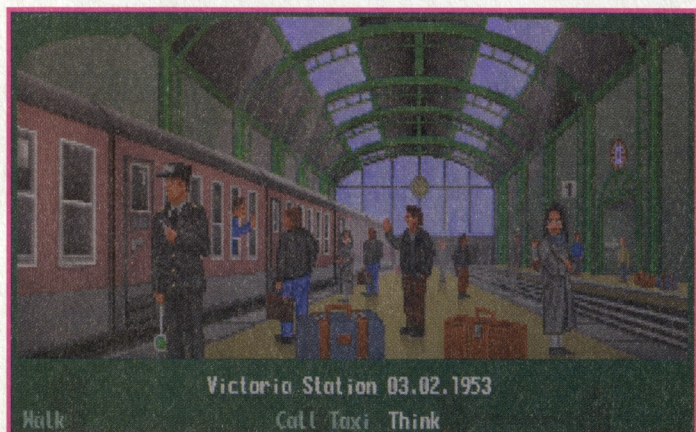


S T R A T E G Y

MICROPROSE



The Clue



It all begins at Victoria Station, at a time when your record is as pure as the driven snow

Underneath the aaaaaar-ches, down Palatine Waaay! Apples 'n' pears missus, guv'nor etc... Take a nostalgic step back into seedy 50's London, and wear yer best "Half inchin'" trahsas

There's nothing quite like the feeling of exuberance one gets after successfully liberating an article from its rightful owner. This is true of every level of theft, from stealing rulers at junior school to taking small electrical items from the local shop, or indeed driving away in a spanking new sports car. And it's very easy to do.

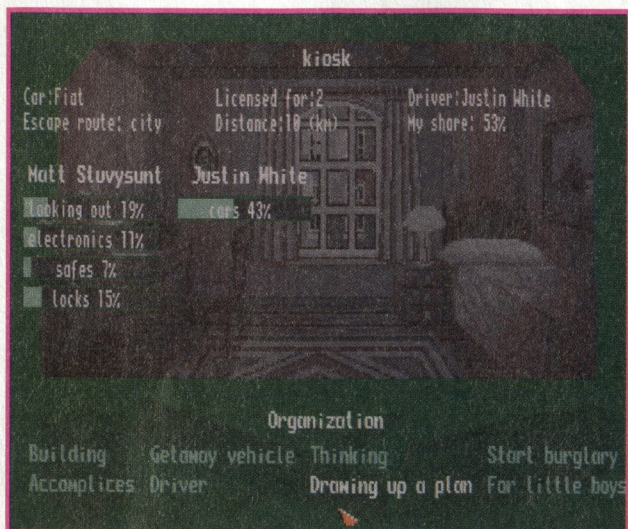
Take your average petty burglary for instance: let's say you want to steal a bicycle from a neighbour's front hall, but their house is alarmed and a dog sleeps in the kitchen. Well, this is what you do. Spend a few days- [Yes! Thank you Steve, I'll take over from here shall I? Why don't you go and have a look at Detroit mate - Paul].

Sorry about that readers. The subject is obviously too close to the heart of some people to be looked upon objectively, and must therefore be perused by a person less likely to be impressed by the prerequisite staple [eh? - Neil], namely thieving [oh].

Blagging

For thieving is what it's all about. Robbing, burglary, pinching, blagging - taking that which is not yours. And the better you are at it, the further you get in the game. Sound familiar? [Yes - Steve] No, because it isn't - it appears to be a completely original concept and that alone is worth a few marks in my opinion.

We begin by looking in on an introductory funeral scenario; your funeral, probably some time around modern day. Various peers pass comment on you and your achievements in wistful fashion as the casket is lowered and your body laid to eternal rest. But where's the fun in being dead? Surely that's rather limiting as far as gameplay is concerned? Fortunately the action takes place some 30 or so years earlier, in 1950's London. A place where cockles, mussels and nights spent round the old Joanna were the order of the day.



Burglaries are planned from your humble hotel room, and if you play your cards right you'll get it for free



▶ Matt Stuyvsant (that's you that is) alights a train at Victoria station, penniless, jobless and without direction. Your aim is to lead the young would-be scalliwag into and through a life of crime, culminating in a heinous blag. This must be monstrous enough to convince the crowd at your impending funeral that you were something more than a small time loser after all. In other words, you make your way through London's underground (no, not the tubes) until you end up as some sort of Big Daddy Thief.

One early contrivance (unlimited free taxi travel) sets you up with a means of transportation, and the rest is up to you.

In the beginning you need somewhere to stay, you need some money and you need

some ideas. Fortunately the game allows you to discover all of these necessities in a number of different places.

Early on, only a few locations are available. There are the inevitable pubs and shops, plus one or two other places where you'll make your first dubious contacts. Other locations only become available as and when you learn of them.

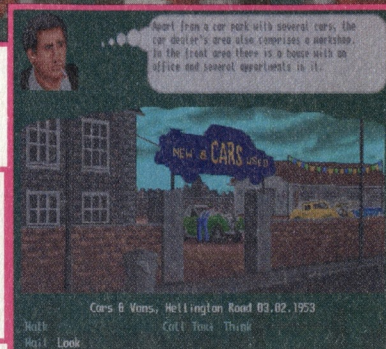
Piano lounge

The graphics are very nice indeed. Everything is extremely well drawn, apparently accurately detailed, and helps to convey the 50's style atmosphere. This is further enhanced by the music which plays throughout. The tunes vary depending on your location, and all appear to be authentic old fashioned piano lounge affairs – you know the kind of thing, loads of double bass and brushes on drums. Never once while I was playing did they become an annoyance.

Every time you speak to someone, their name will be entered into your "memory" as a friend. This enables you to remember them during the game when their input or assistance may be valuable. Locations you visit are recalled in this way too, and you can pay a return trip anywhere you choose. Simply step into a taxi.

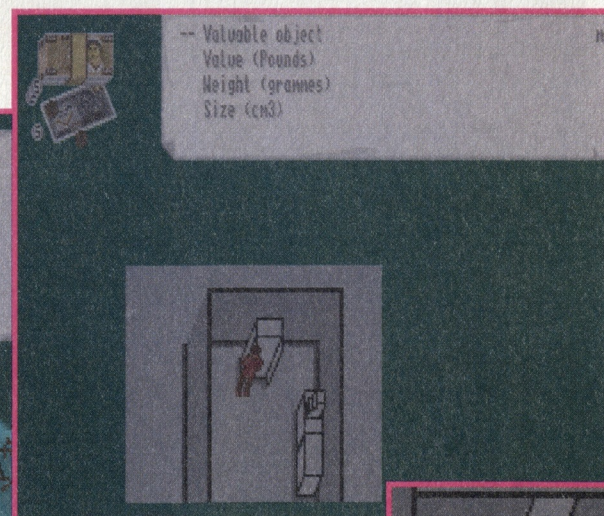
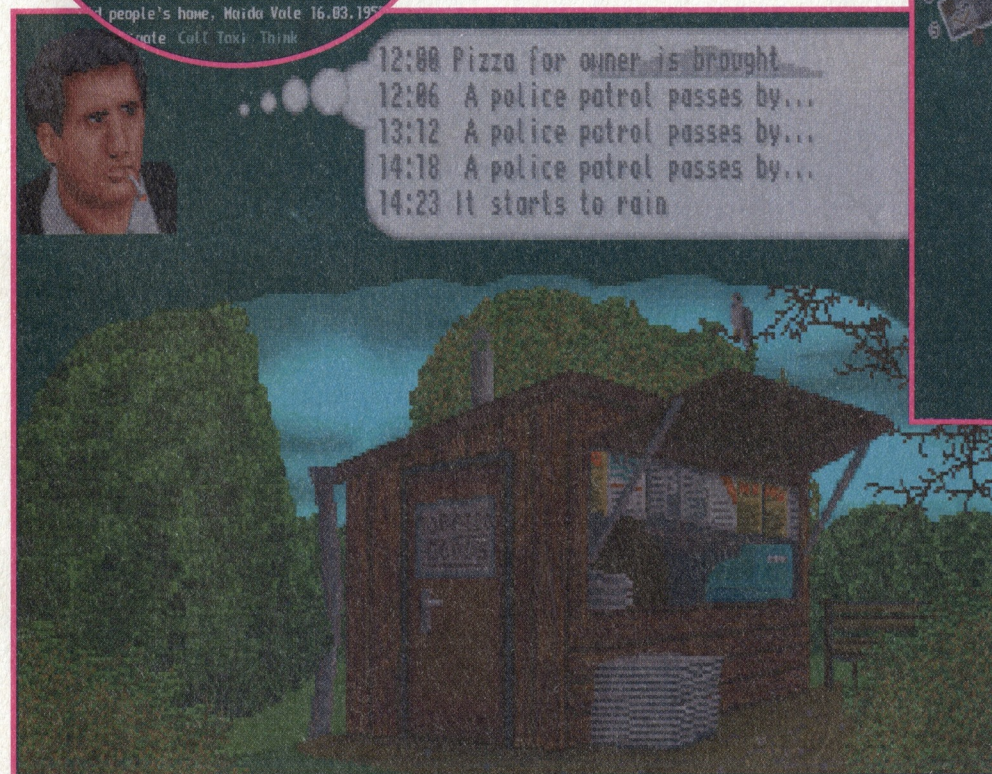
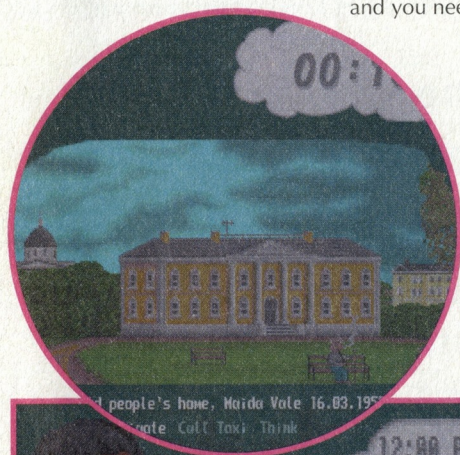
As the game progresses, potential "jobs" crop up. Easy ones at first, such

A fast getaway vehicle will be needed as your crimes attract the increasing attention of the rozzas



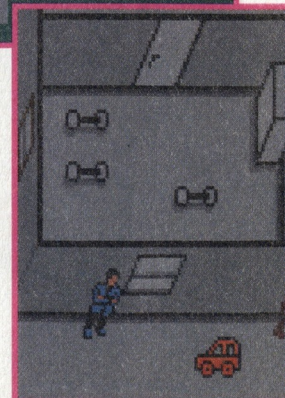
as small shop blags, and a number of things are required in order to carry them out. An accomplice for example. Or several accomplices if the task demands it. And tools, obviously. You aren't going to get through a locked door with your bare hands and a packet of fags. Every person you meet has a profile which determines how suitable a partner in crime they may be, though the more skilled a person, the higher a cut they are likely to demand.

The actual crimes are excellent. Before you start, it's important to check out the target – see how often the police go by, when the place closes, that kind of thing. And a plan never goes amiss either. Your hotel room (you'll find one eventually) doubles as a planning centre. You are

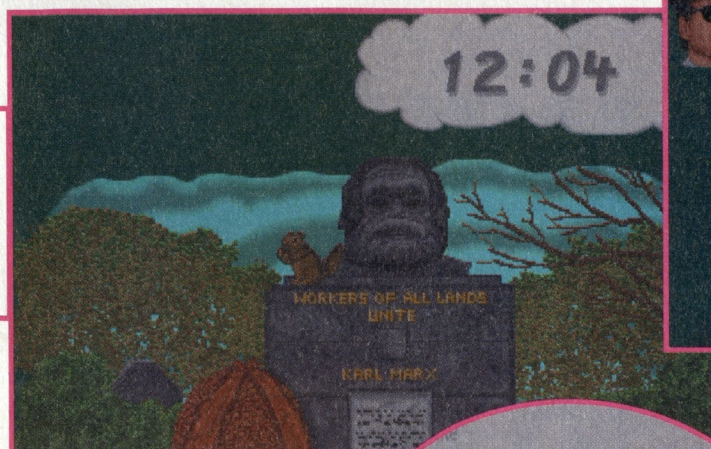


Could've sworn I left that coat hanging in here

Your first job: a simple but rewarding little number that sparks your life of crime



Steve reckons that Karl Marx lived in Salford. Yeah, and Caesar did your gran's shopping as a lad eh Steve?



This kindly bloke gives you unlimited free taxi travel for a year, which is very good

presented with a plan of the scene, and can run through your intended wrong-doing in minute detail. You can spend as much time as you like staking somewhere out, but unless the computer decrees that a 100 per cent evaluation has taken place, a getaway is uncertain.

And getaways are, in fact, yet another part of the game. You certainly can't leave the scene of a crime waving your unlimited taxi rides ticket around. And besides, what would your accomplice do? A car is needed. And so the game goes...

Lack of intelligence

A number of different endings are possible, from joining a monastery to making away with the crown jewels, and your bearded older self - excerpts from your memoirs - comments as the happenings unfold.

A slight downside would appear to be a complete lack of intelligence of the computer characters. Even ex-accomplices don't seem to recognise you when you next approach them. It's pointless and silly to have the same conversation with them on more than one occasion, but in the greater scheme of things, it's little more than a minor inconvenience.

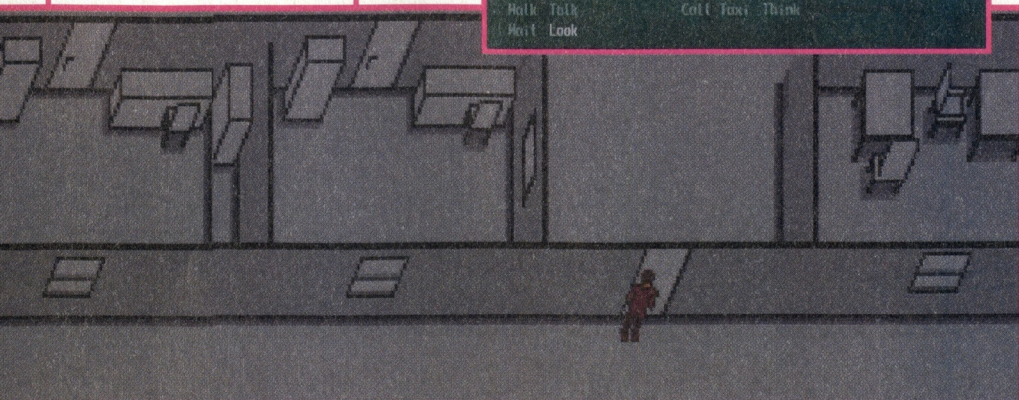
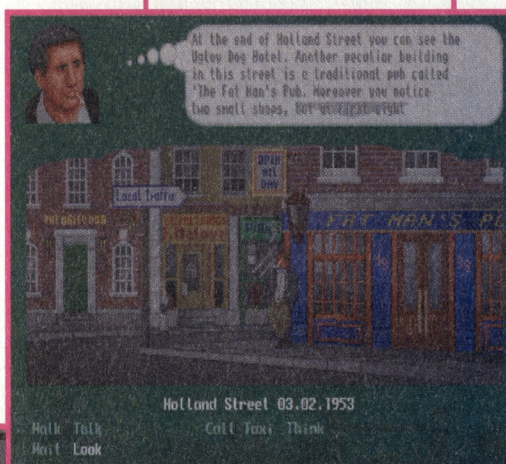
So many variables guarantees a different scenario almost every time you play. Every character you meet can lead you down a number of varying paths, and the game is very much an open-ended affair that everyone should enjoy immensely. **A**



Later burglaries become more complex and require more careful planning



You know, he look a bit old to be 23, don't you think. Must be the era - they didn't live long in those days



THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 0438 840004
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	85%
SOUND	86%
PLAYABILITY	84%
DIFFICULTY	Tricky

For the most part I played The Clue with a ludicrous great grin on my face. I was delighted to be playing something entirely different to the norm, and doubly delighted that it had been so well thought out and programmed. The amount of pleasure you get from successfully pulling off even the most simple robbery is amazing, due no doubt to the hours of careful planning and worry that went before. A bizarre mixture of strategy and adventure, The Clue is superb fun for anyone with a taste for originality.

REVIEWED BY PAUL

SECOND OPINION

I liked it. It's a novel attempt at something different. It reminded me of They Stole a Million on the C64 about 10 years ago, and that was one of my favourite games. It's just so different from the run of the mill toss that pours in day after day.

OPINION BY CHICKEN

DIFFERENCES

The A600 version will have less colours, and the backgrounds will consequently be less vibrant. But, everything else remains the same, and that's a good enough reason to buy. The CD32 version, due for completion soon, will feature full narration of the unfolding story. If this is implemented correctly, as was the case with the recently re-released Simon the Sorcerer, it should be absolutely stunning.

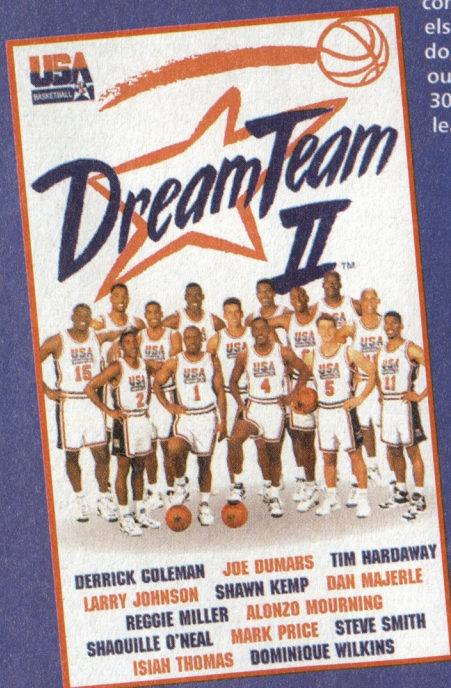
OVERALL SCORE

88%

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**NBA
SUPERSTARS**

2. Blimey that was tricky, here's an easy one. If you were a four feet six inch tall pregnant woman, is it likely you'd be a hot basketball property?



4. Oh, and nobody called Colin can enter either.

"It's a Game of 2 Halves"

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AVAILABLE ON: AMIGA IBM PC 3 1/2" & PC CD ROM

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English and Italian Leagues



Published by Summit Software. Program copyright © Summit Software 1994. Screen Shots taken from the Amiga Version

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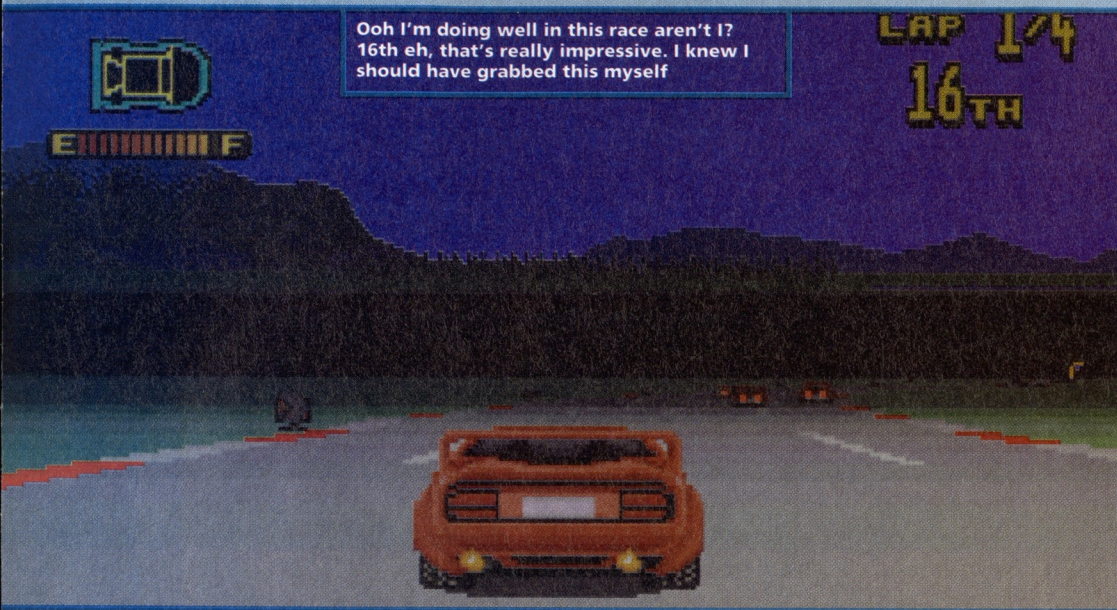


ACTION REVIEW

RACING

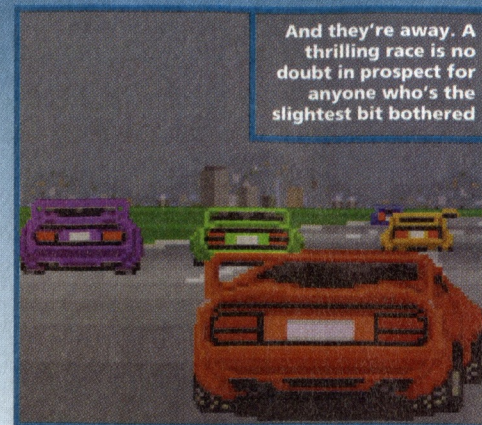


AMIGA 1200



Ooh I'm doing well in this race aren't I? 16th eh, that's really impressive. I knew I should have grabbed this myself

LAP 1/4
16TH



And they're away. A thrilling race is no doubt in prospect for anyone who's the slightest bit bothered

Remember when Gremlin brought out the last Lotus game? Well, if you recall, that was originally going to be called the Final Challenge or something like that. However, keen businessmen that they are, the bosses decided that the series made them so much money that to kill it off simply by using such a name would be ridiculous. Okay, they may never have produced another Lotus game as long as they lived, but at least their options would have remained open. They promptly chickened out and called the game **Ultimate Challenge** instead.

On the evidence offered here they need not have bothered. **Top Gear 2**, although it is strictly speaking a conversion of the popular Super

Top Gear 2

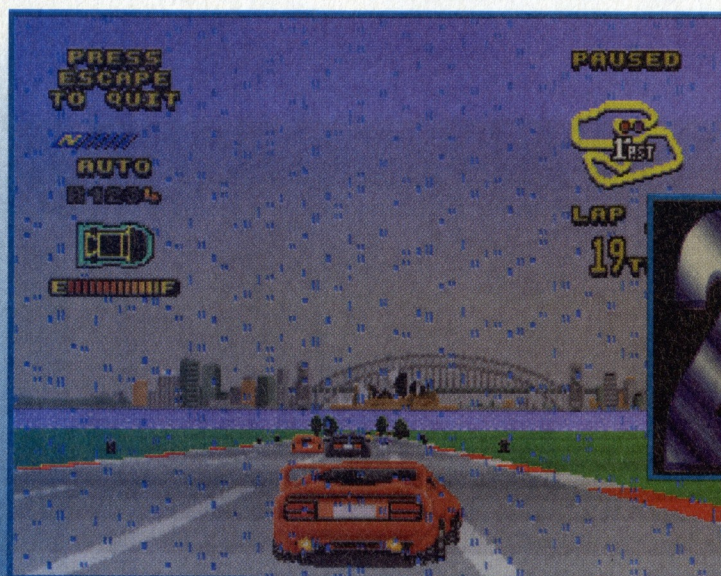
Gremlin release what could quite easily have been called Lotus 4...

Nintendo title of the same name, could quite easily have been called Lotus 4, and would probably have sold a lot more copies.

This is being proclaimed as the fastest ever Amiga racing game, and having played the 1200 version I can't really find it in me to come up with a decent argument against this claim. The scenery whips by at a terrific rate creating a tremendous feeling of speed as your car (I'm not bland enough to recognise the make and model unfortunately. Neil?) hurtles along at simulated speeds in excess of 200mph.

Although the original never made it on to the Amiga, we are assured that the sequel is packed with twice as much programming power. This allows the player to, and I quote, "burn through 64 cities in 16 countries, twisting, turning, jumping, spinning and flipping."

You start off with a very basic model of car, but as you progress through the game, success will provide you with the means to soup up your vehicle. Winning, or even finishing in the top three, earns you a cash prize which you can use to



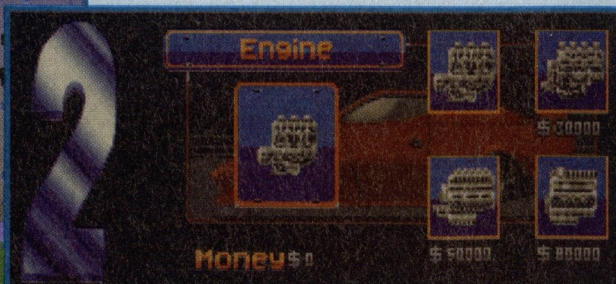
Is it raining on this shot or has it gone a bit funny? I didn't know there was different weather in the game. Shows what I know

PAUSED

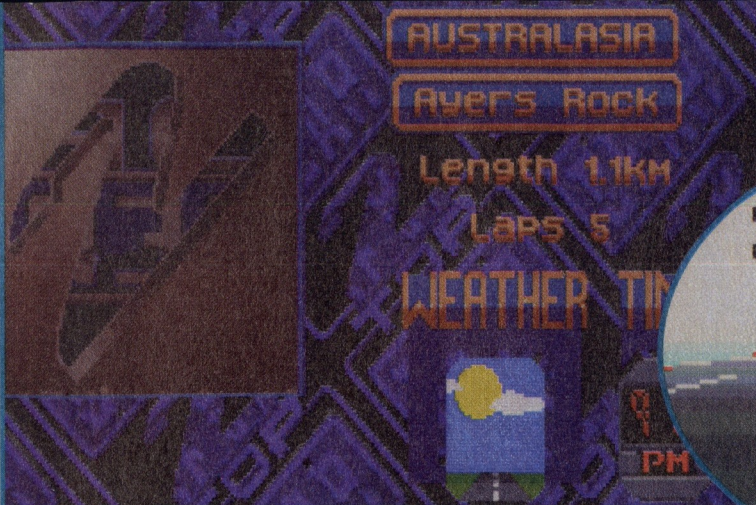
1ST

LAP 1/4

19TH



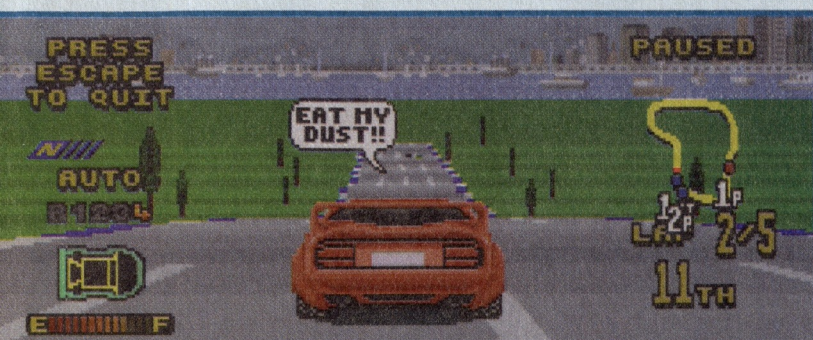
You can even power up your already super charged car to epic proportions



If racing around the world is your cup of tea then Top Gear 2 will allow you to, er, do that. Etc...



Here we see the cars racing near some mountains. Not the most imaginative caption ever, but it'll definitely do for me



Split screen two player frolics aplenty with the split screen two player option, in which the screen is split to allow two players to frolic together



worry about whether you've written the code down correctly or not – sometimes they are far too excessive,

buy accessories for your car. Available options include upgrading your tyres with special models for wet and dry conditions, armour to reduce damage and loss of performance should you collide (which you undoubtedly will), nitros should you need that all important burst of speed at a crucial moment and a completely new and improved engine.

Quite ridiculously there is even an option to respray your car in a whole range of bright colours. Seeing as this is completely useless, it comes absolutely free and is therefore worth a go if you fancy a bit of a change.

James Hunt

The race itself is remarkably similar to the Lotus games of old, and perhaps even a little bit too similar for many peoples liking. Configured around a "laps of the track" style, the game has you taking part in a whole host of contests in strange countries all around the world. To progress, all you have to do is finish in one of the top positions. You will then automatically move on to the next stage.

Whenever you compete a race you will be given a password that will enable you to continue at a later date should you need to take a break for any reason. I'm not a big fan of passwords, much preferring a saved game where you don't need to fiddle around looking for bits of paper and then

requiring you to type in about twenty different characters before you are allowed to continue. I don't know about you, but after about eight letters my vision starts to go all blurry and I have to go and have a bit of a lie down.

When you finally get on to the race, it's all good, clean and very enjoyable fun. The option of a simultaneous, split screen two player option is an added bonus, but to be honest I found the game to be just as good when playing on my own.

Apart from a few minor problems, which I have to admit are mostly personal preference, like the inclusion of the inexplicably popular nitros once again, Top Gear 2 is a quality racing game. Fans of the Lotus series will undoubtedly be in a bit of a quandary when this hits the shelves. Three games in any one series have proved to be more than enough in the past, but on the other hand, it has been so long since the last Lotus-filled affair that they are probably itching for a fresh challenge by now, having completed everything that was thrown at them in the past.

If you feel you can stomach this sort of game one more time then I can heartily recommend Top Gear 2. Sequels do get a bit tedious though and as far as I am concerned, this time enough is definitely enough.

Let's have some originality in the future, and no more of this churning out the same stuff time and time again please. **A**



THE LOW-DOWN

PUBLISHER Gremlin
CONTACT 0742 753423
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	83%
SOUND	79%
PLAYABILITY	80%
DIFFICULTY	Variable

Top Gear 2 is without doubt a well programmed, highly enjoyable race fest. However, people must be beginning to feel that the Lotus formula is a little played out now. I know this isn't strictly speaking part of the supposedly concluded trilogy, but once you've played you'll know that it could have been quite easily. Gremlin seem to have a knack of reworking an old formula and coming up with something that is good to play. This is certainly what they've done here. Extremely good stuff from what has become one of the more consistent software houses around.

REVIEWED BY STEVE

SECOND OPINION

I haven't looked at Steve's opinion yet for two reasons. One, it's bound to be thinly masked drivel, and two, I'm afraid of repeating what I'm sure he will have said, namely that Top Gear 2 is very, very reminiscent of the Lotus games. Good racing fodder nonetheless...

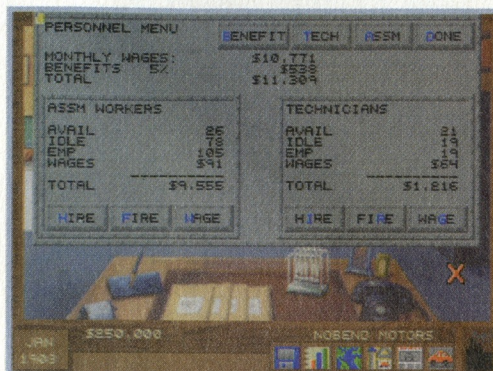
OPINION BY PAUL

OVERALL SCORE

81%

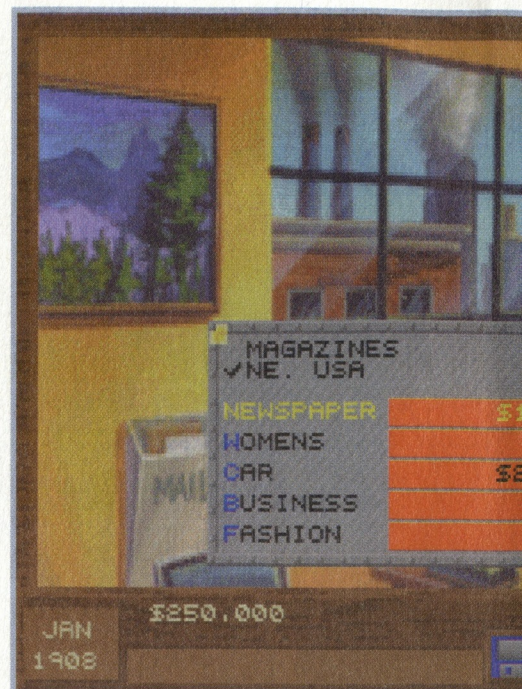
ACTION REVIEW

STRATEGY



Most of your important 'hiring and firing' decisions will be made in your office. Go on, give those P45s an airing

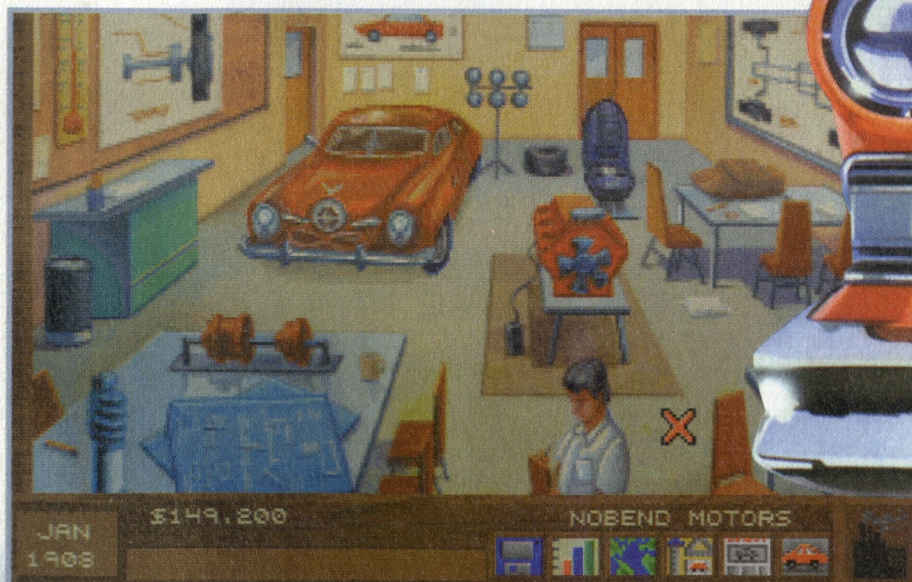
Before you begin the game you have to choose an area of the world in which to set up your initial car plants



If you are to be successful you must get the advertising balance just right

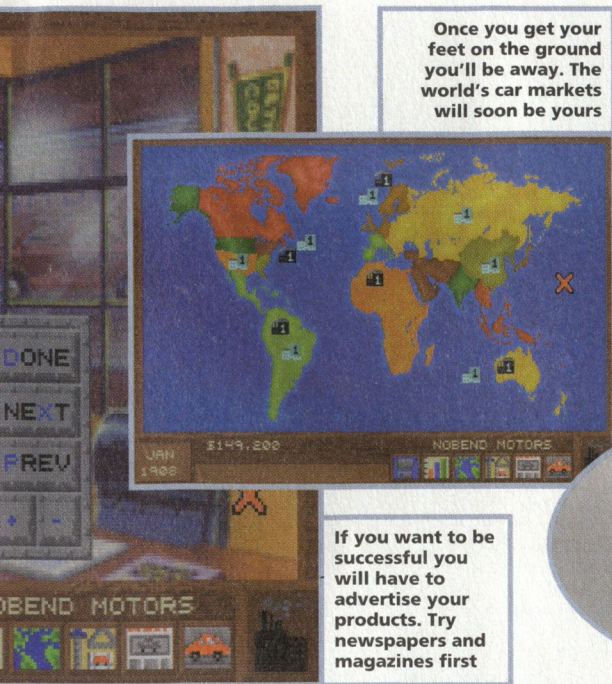
Detroit

Steve likes to think he's an interesting guy. However, we all think otherwise and make him review the strategy games



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If you want to be successful you will have to advertise your products. Try newspapers and magazines first



Graphically, Detroit is very impressive. The murky atmosphere of 'The Motor City' comes across extremely well

You know, coming to write this review, it suddenly struck me that some people regard this period in the history of the automobile in much the same way as others regard the steam train era. These romantic, anorak-clad souls no doubt imagine themselves designing and marketing the world's first successful automobile in much the same way as a child imagines him or herself at the wheel, or handlebars or whatever, of one of the great steam locomotives of the early part of this century.

Quite what the attraction is, I've no idea. It all remains thoroughly

beyond me though. As far as I can see, you get filthy and your face is covered in soot/oil whichever way you turn.

So far, the rail boys have had their day in the form of both Railroad Tycoon and A-Train, but now, courtesy of Impressions, it is the turn of the horseless carriage brigade thanks to Detroit.

The first thing you will notice, on the A1200 version at least, is that the graphics are far more impressive than the usual fare that accompanies an Impressions strategy fest. Particularly well drawn 256 colour images are the order of the day here, and while they simply serve to brighten up what is basically a statistical game, they prove to be far more aesthetically pleasing than just rows and rows of numbers.

As usual, I jumped straight in with nary a glance at the instruction books, hoping to blindly stumble across a successful strategy that would lead me on to fame and glory as the inventor and maker of the world's most popular cars. Not surprisingly, within five minutes, the power was off and I shamefully had my nose in the manual.

A special mention must go to the presentation of the package actually. Upon opening the box you will be confronted three separate weighty manuals.

Don't panic though, only one of them is essential reading. Undoubtedly there will be those amongst you who will cry, "But if they hadn't wasted so much on fancy packaging and manuals then they could

have knocked the price down by thirty pence!", but to me, such things are vital to creating the atmosphere needed to keep your interest level high. Without them you certainly wouldn't be receiving the complete package.

Of the three manuals, impatient people

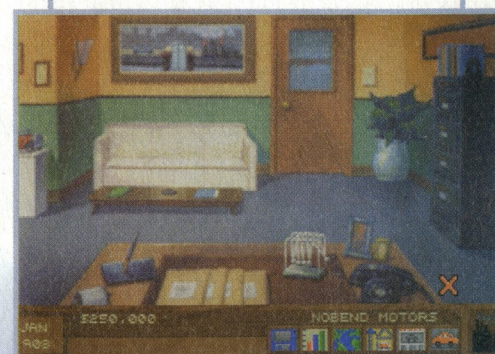
need only bother reading the technical supplement and tutorial. These tell you everything you need to know to get the game up and running, and teach you enough of the basics to allow you to hold your own in the cut-throat world of car business. If you fancy delving a little deeper, the owners manual goes into more detail, and for the real blandsters out there, there is even a comprehensive history entitled 'The Open Road: The History of the Popular Car'.

Bucketloads of actions

Once you feel you have grasped the basics, you can load up the game and begin to follow the tutorial. The game is turn based, and you are helped through one month of the game cycle. This may not seem like much, but when you cotton on to how the long the game will play from start to finish, you will begin to realise just how many features have been incorporated. In fact, there are bucketloads of actions you must carry out each month simply in order to keep your company afloat, never mind make it succeed.

In the space of just one 'month', the tutorial takes you through the making and manufacturing of a car from scratch. It also teaches you how to design and test your vehicle, so that it will be both safe and desirable to the public come the launch date. You are also taught to sell your machine to the awaiting masses, making use of advertising

Your office acts as a menu screen with just about every object having some function or other with the gameplay



► Detroit

media such as newspapers, magazines, billboards, sporting events, and later on, radio and television.

The game spans the period 1908-2008, and your objective during that time is to establish your empire and hold it firm in the position of leading auto manufacturer until the end of the game.

A hundred years might not seem long in a game of this type, and serious questions have been raised here in the AA offices regarding the longevity of each game. However, believe me, to play through that hundred years would easily take weeks, if not months of hard toil and sweat at the mouse and keyboard.

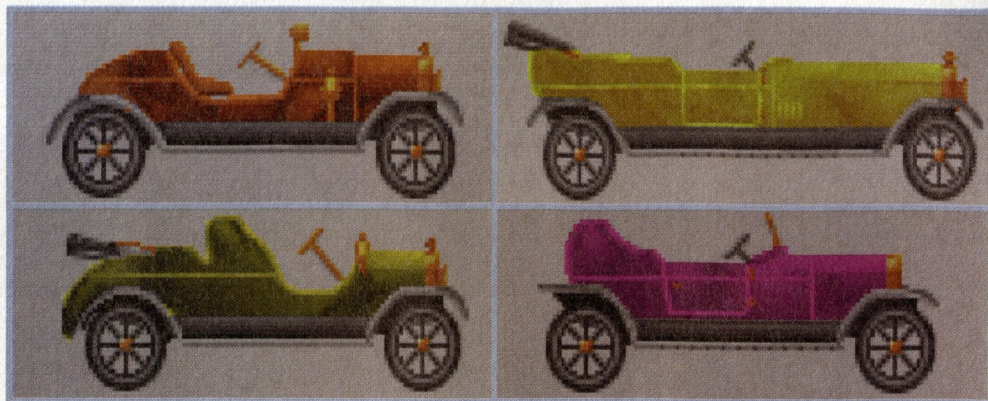
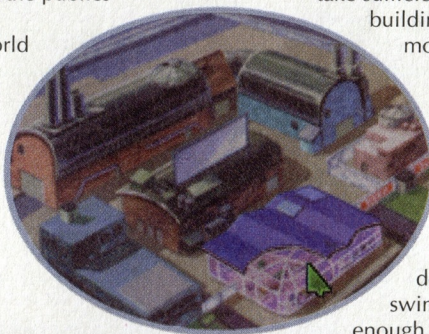
During your century at the helm, you can hire technicians and engineers to work on the research and development of newer, safer additions to your range. Air conditioning, side impact bars, airbags and the like all become available as the years roll by, but of course, these cost money.

Being a hands-on sort of MD, you have full control of all aspects of the business, from marketing and advertising budgets right down to the pricing of individual models in different territories [that's known as 'price discrimination' Economics fans – Neil].

Automobile empire

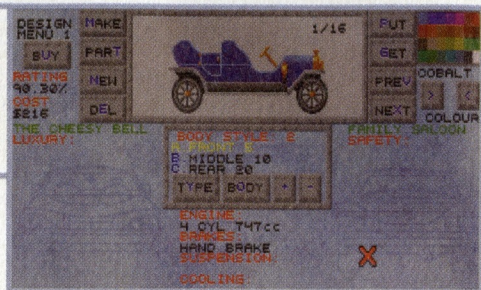
As your financial wealth grows, you should look to expand your business further than the confines of your American, starting position. You can set up factories to manufacture your cars, as well as sales dealerships to take care of the public's motoring needs.

Any territory in the world can be chosen to form an extension to your automobile empire, but only as long as you have got enough money to set up the initial



Henry Ford's got nothing on me. Oh no

Designing the mobiles is one of Detroit's better features. Build your very own dream car in all its shining glory



offices and provide supply lines for both parts and completed vehicles to the new location.

Later in the game this can become quite costly, as the oceans which separate your main manufacturing base from the more far flung corners of your domain cause no end of transport problems.

Something you also need to take into account when moving into the more fickle European market, is the differing taste between the European and American consumers. Obviously, certain models that are popular in North America will not sell in Eastern Europe. They will, of course, be far too expensive, and the brash westernised shapes of the cars are unlikely to appeal to the more conservative Soviet Bloc inhabitants. You must take sufficient action to remedy this, by building a cheaper, more suitable model for launch in these countries.

As the years roll by, you will need to develop newer body styles and more technologically advanced parts. If you wish to keep up to date, you should make sure that you have hired sufficient technicians and designers to keep your development programme in full swing. If you find that there aren't enough technicians applying for positions within your firm, you would be advised to look at both your wages and employee benefit schemes. Usually increasing these financial parameters a touch will be enough to bring them flocking to your door.

What you must also remember is the fact that you will not need all your staff all of the time. It may seem ruthless, but if you are not too keen on constantly throwing good money at workers who have nothing to do, then you will have to make occasional lay offs.

Having just looked at my word count, I've realised that I'm running out of time and I haven't really even scratched the surface of one of the most complex, in depth business simulations around. Hopefully I've covered enough to help you decide whether or not Detroit is going to suit your strategy requirements. What I will say is that if you like a good think, as is the case with most games from Impressions, you won't go too far wrong with this. **A**



THE LOW-DOWN

PUBLISHER Impressions
CONTACT 071 351 2133
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	84%
SOUND	73%
PLAYABILITY	88%
DIFFICULTY	Tricky

Detroit is excellent. It's as simple as that. If you're looking for something that will keep you occupied for months, and you like a good strategy game, then you have to go for this one. You will be amazed when you realise just how much is crammed onto the two disks, and just how much there is to do in order to achieve success. Obviously this won't be for everyone, but hopefully those unsuited to it will realise who they are and not waste their money. However, for me, and a great many others, Detroit is as good a way as any to pass a good few hours. Even if it is bland.

REVIEWED BY STEVE

SECOND OPINION

The actual idea behind Detroit is refreshingly original – a strategy game that doesn't revolve around some long-forgotten political conflict. Designing the cars is the best bit by far, but there are lots of statistics in there for the more serious strategist too. Not bad at all.

OPINION BY NEIL

OVERALL SCORE

91%

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ACTION REVIEW REVISITED

Simon the Sorcerer

It's only a few months since Adventuresoft's Simon the Sorcerer enchanted Amiga owners, and now the inevitable CD32 version is upon us. We don't normally give a full page to this kind of update, but as there has been such a drastic change, we thought it would probably be worthwhile in this case.

The main difference which hits you from the word go is the addition of speech. Absolutely everything in the game is now spoken. Look at anything on screen, or conduct any conversation, and you will be greeted with the relevant speech sample coming from the telly or monitor.

The problem with many adventures such as this on formats like the PC, is that the companies tend to use unknown, amateurish-type people to do the voice-overs or acting. Recently however, there has been a shift towards getting big names in to do the job. Adventuresoft have joined this trend by employing the services of Chris Barrie, better known for his exploits as Rimmer in BBC's Red Dwarf, and also for his impressions on Spitting Image. Barrie plays the part of Simon, and it is therefore his eloquent tones you will hear throughout most of the adventure.

The only thing is, his voice sounds a bit too much like that of a fully grown man – and I thought Simon was supposed to be a little kid! Ah well, let's not be too picky. I suppose if it had been an annoying child's voice, the CD would have been frised through the window after about 10 minutes.

The instructions appear to be for the PC CD-ROM, which is a little unfortunate as they don't really explain some features, like the control



method. I only found out by accident that you can use a mouse instead of the controller, making the game far easier to play. Other than that, Simon the Sorcerer on CD32 is identical in every way to its Amiga counterpart.

The speech should be enough to attract many a potential customer, and rightfully so too. There isn't much like this for the Amiga, and good adventure games, of which this is undoubtedly a fine example, are few and far between. I'm not counting Universe because that didn't impress me too much, but Simon the Sorcerer, especially this version, has to be ranked up there alongside the likes of the

Sierra and LucasArts offerings.

Simon 2 is well underway and should be with us before you know it. But until then, if you have a CD32 tucked away somewhere, you should be well happy with this.

The dialogue between the characters in the original version was fairly amusing, but this is much better.

If you've already played



and completed the game on the Amiga, then the challenge has gone. But, if you're looking for something that looks great and sounds even better, Simon the Sorcerer is probably just your thing. **A**



C D 3 2

ORIGINAL SCORE

88%

UPDATED SCORE

90%

PUBLISHER PDQ PRICE £29.99 REVIEWED BY Chicken

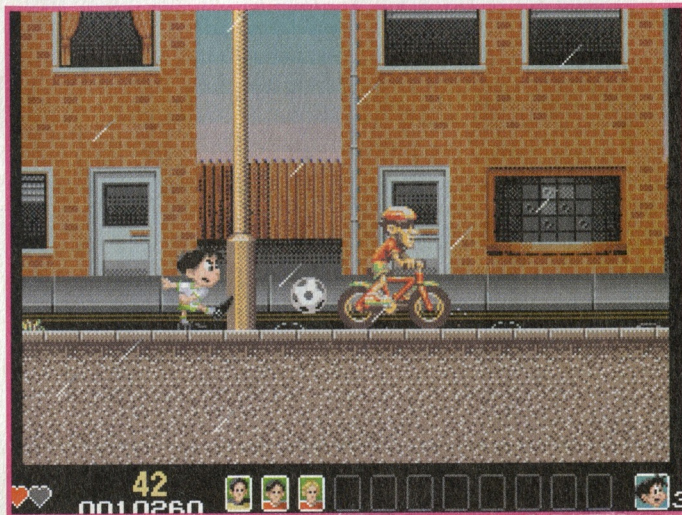
Soccer Kid

When Paul reviewed the floppy version of this game over a year ago, he, along with the rest of the world, was bowled over by what was surely the best platformer of 1993. The story is pretty much standard stuff: the World Cup

has gone missing – stolen by aliens in fact – and has become mysteriously scattered across the globe. Naturally enough, Soccer Kid is left with the task of collecting it.

Unlike normal platform games, Soccer Kid (the person, not the game), has a football. He takes this sporting sphere with him on his travels, and is able to skilfully manipulate it in loads of different ways. The football is a vital part of the game, acting as a platform, weapon and any number of other things too.

This CD32 version has been a long time coming, but Krisalis have spent literally ages having loads of cartoon animations done to show off the machine's spec. Since it's a console game now, they have also implemented a "press button for jump" option. Apart from that, it's the same excellent 256 colour game that we saw on the A1200. **A**



PUBLISHER Krisalis **PRICE** £29.99 **REVIEWED BY** Chicken

C D 3 2

ORIGINAL SCORE

93%

UPDATED SCORE

91%

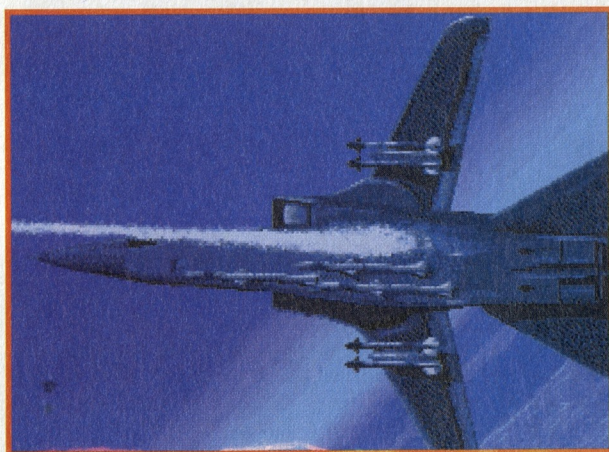
Jetstrike

Steve quite liked this when we reviewed the disk version all those months back. Now, in this age of directly porting standard Amiga versions onto Compact Disc, it's a treat to be able to review a CD32 version that has been significantly improved from the original. The packaging goes on about improved graphics and sound, and it

isn't telling nasty fibs either. The backgrounds have undergone a dramatic improvement, and, believe it or not, there is actually a REAL CD quality soundtrack, featuring Top Gun style rock music and some guy singing about dropping bombs and other similar stuff.

There are now nearly 200 missions, many of which haven't been seen before, and the awkward control system has been altered so that it isn't quite as difficult to get to grips with.

Rasputin really have polished this game up almost beyond belief. Crank up the sound and get into the feel of things as you blast all manner of objects away with the 60 different aircraft and 60 different weapons systems (the box boasts that there is even a nuclear bomb, that's good isn't it kids?). For £25.99 this is definitely worth a good look, even if you've played the original version. How often can we say that these days? **A**



PUBLISHER Rasputin **PRICE** £25.99 **REVIEWED BY** Chicken

C D 3 2

ORIGINAL SCORE

74%

UPDATED SCORE

80%

Time to show off your own writing talents and tell the companies what you think of their games. Do you agree with what you've read in Amiga Action? Let the world know

STARLORD

MicroProse

Reader Reviewer Jo Thomas, Knoxley

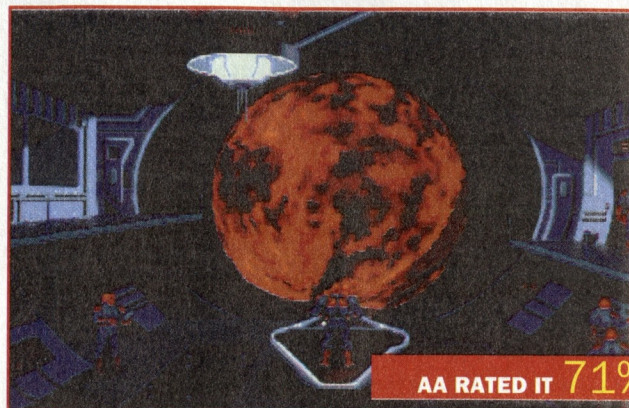
With the reputation that MicroProse have for releasing great games, they should be thinking long and hard about why they bothered with this. It's too complicated to get into, too slow to play and too bad to sell to people who can ill afford to waste nearly £30 to help line their pockets!

Graphics 80%

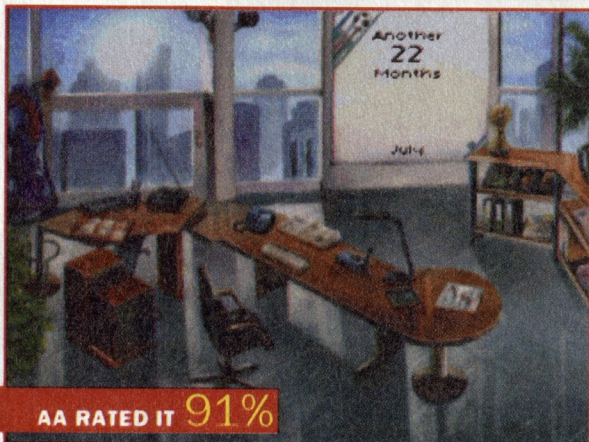
Sound 42%

Overall 37%

Summary A bloody cheek. A lot of people will be caught out.



AA RATED IT 71%



AA RATED IT 91%

ON THE BALL - WORLD CUP EDITION

Daze Marketing

Reader Reviewer Stuart Davidson, Bo'Ness, Scotland

OTBWCE takes football management simulations a step nearer reality with options to hold press conferences and training camps. You take control of the national team of your choice with your aim being to reach the World Cup Finals. This game is so realistic you can even take the penalties yourself. With match animations this is THE best management game available – until the League Edition.

Graphics 91%

Sound 50%

Overall 94%

Summary Better than Championship Manager and Premier Manager.

BANSHEE

Core Design

Reader Reviewer
Claire Kelly, Tooting

I'm not a fan of shoot'em-ups, but when I played this I thought how great it was. If I had to complain about something it would be that it's too difficult to get very far. But, that still doesn't stop you coming back for more and more. Core Design have a great game here. Let it go straight to the top of the charts.

Graphics 90%

Sound 82%

Overall 88%

Summary The best Amiga shoot'em-up so far, without any shadow of a doubt whatsoever. Believe me!



AA RATED IT 86%

WORLD CUP USA '94

US Gold

Reader Reviewer Keith McVitae,
Exeter

The hoo-hah is all over and Brazil finally lifted the cup (thanks to Baggio and his penalty-taking skills). I'm sorry I ever lifted this game off the shelves to be honest. When there are soccer games the standard of Sensi about, why do other companies insist on releasing such sub-standard crap as this? When will they learn that it's things like this that are killing the Amiga?

Graphics 61%

Sound 45%

Overall 50%

Summary An absolute waste of the World Cup licence. How long does it take to load again?



D-DAY

Impressions

Reader Reviewer David O'Conner, Dinnington, S.Yorks

A decent enough game is here if you are prepared to look for it. Perseverance and patience are the key to success, as the more you put in, the more you will ultimately get out. The miniatures sim nicely breaks up the map-based strategy, and although the whole game runs quite slowly, whoever says the real event was fast?



AA RATED IT 85%

Graphics 73%

Sound 50%

Overall 70%

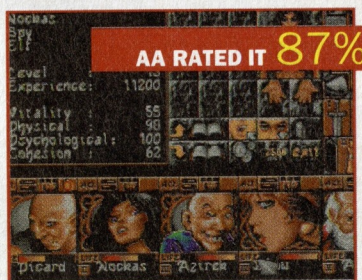
Summary Missed the landing craft for the 50th Anniversary though!

ISHAR 3

Daze Marketing

Reader Reviewer Tony Mahon, Barrow-in-Furness

I've never played an RPG before, but I decided to try this. I was lost within minutes. I'm sure Ishar 3 is a really good game if you know what you're supposed to be doing, but this is complex and far too big for my liking. This did nothing to lure me back to the world of Role-playing Games I'm afraid.



AA RATED IT 87%

Graphics 88%

Sound 72%

Overall 75%

Summary Too difficult for me and probably most people I would imagine.

APIDYA

Team 17

Reader Reviewer Paul Faulkner, Liverpool

Forget your space invaders and mysterious monsters, Apidya is a shoot 'em-up with a difference. You take control of a wasp, and must guide it through a garden killing all of the other insects in sight. Definitely one of the better shoot 'em-ups available on the market today.

Graphics 86%

Sound 80%

Overall 89%

Summary A great idea. A great game.



AA RATED IT 82%

WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Reader Reviewer Henry Bland, Preston

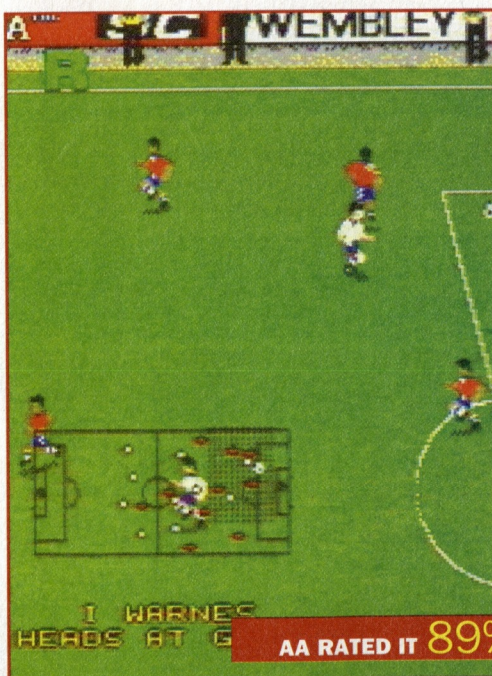
Not many football games adopt a side-on view, but WIS has changed this – for the better! The controls take some time to adapt to, but when they are mastered, you can perfect all manner of moves. Real player names would have made it even more enjoyable, but as it stands, WIS is the most realistic football sim ever.

Graphics 87%

Sound 78%

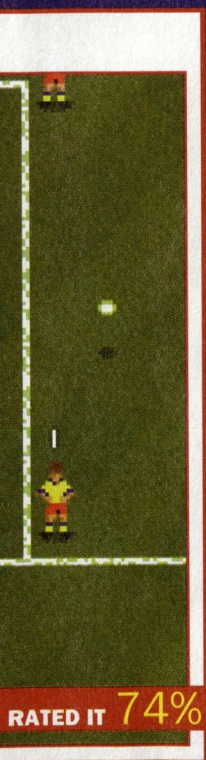
Overall 90%

Summary You feel as though you're actually at Wembley!



AA RATED IT 89%

Well that's your lot for another issue. Keep 'em coming in and you too could see your name in print (oooh!) next month. Remember, the more recent the game the better!



RATED IT 74%

Clockwiser

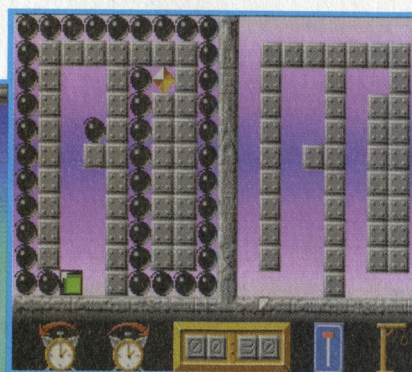
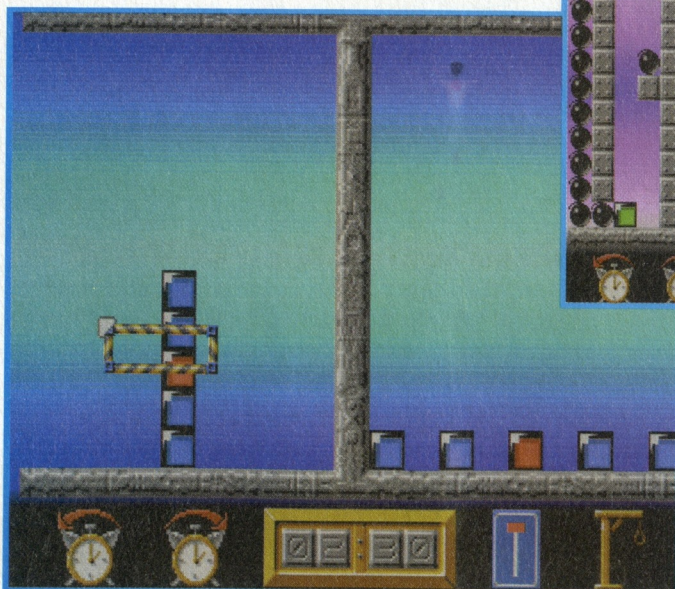
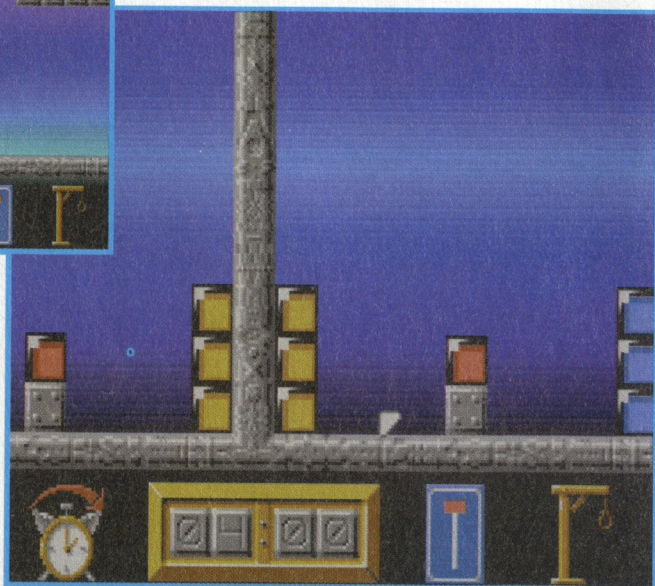
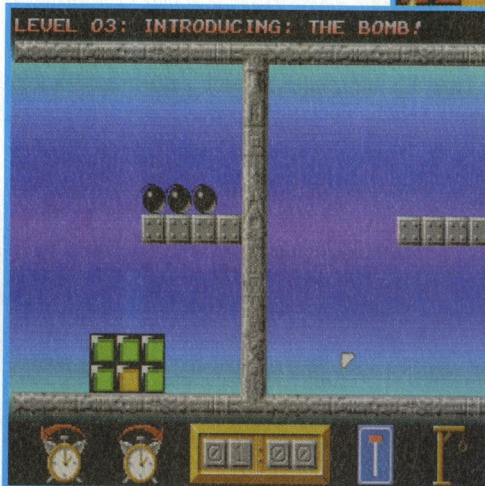
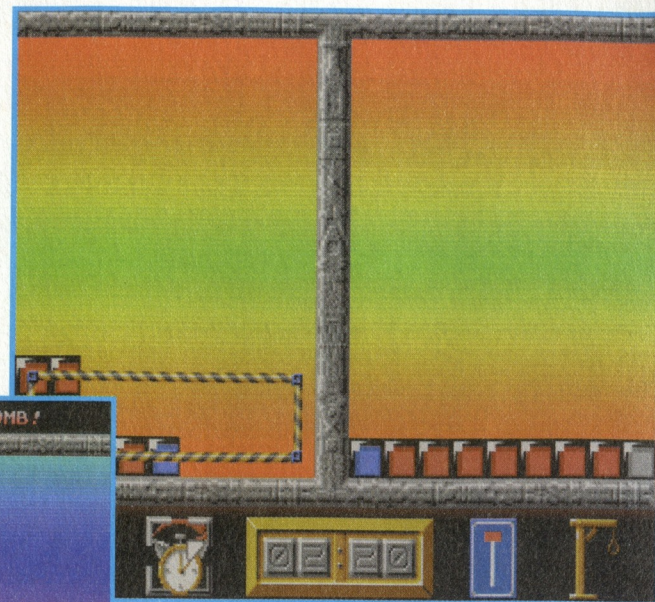
Publisher Rasputin
Price £9.99

I've been on holiday you know. Didn't do much, just basically rattled around at home for a week with the express intention of not doing anything special. Now that may not mean a great deal to you, but to me it was pretty important. The only reason I mention it is because on my first morning back in the office, it has fallen upon me to review Clockwiser, and to be honest, I can't really get into the swing of things just at the moment.

I can't think of anything I would less like to get my teeth into straight after a relaxing week of not reviewing things than a puzzle game. It wouldn't matter how good it was, it's just that I would've appreciated a little aid. A nice long story for instance. Something I could ramble on about for a bit that would eat up the word count. But no, it has to be Clockwiser doesn't it, possibly the only game in the history of the world without a point. You just do it. It's as simple as that. There's no reason for doing it, you just do and that's that.

Actually, now I look at it, having a bit of a whinge about the lack of a point to the game has taken up as much time as explaining a storyline, so with any luck I can make it through the rest of the page unscathed. I'm still not firing on all cylinders though, so you'll have to bear with me if I go slightly astray.

This is a strange game in which the object is to make a pattern of blocks on the left side of the screen match a preset pattern on the right side. This is achieved by drawing a box where you want to go, and



rotating the blocks caught within your box in either a clockwise or anti-clockwise direction. I know it sounds confusing, and at first it is. But, as is always the case, it all becomes quite natural after a while, and you'll be whipping through the levels like nobody's business.

Initially the levels seem varied and challenging, but once you've done ten or fifteen it all starts to get a bit samey. Don't get me wrong, it's not a bad game, but it is obvious why they felt it couldn't be released at full price. Puzzle fans will like it because there has been a lack of

this sort of thing lately. Just don't expect it to hold your attention for much more than a few hours.

We would like to stress that Steve's outrageous laziness has not gone unnoticed, and if he thinks that we are going to let him get away with writing such ill-thought out drivel again, he's got another thing coming. Thank you.

Reviewed by
Steve

SCORE 76%

Their Finest Hour

Publisher Kixx XL

Price £14.99

Flight sims are a bit thin on the ground these days, what with developers preferring to ditch the Amiga in favour of the more powerful machines. So, when one comes along it is bound to cause a bit of a stir, even if it is only an old game re-released at a knock-down price. And when the game is as good as Their Finest Hour, the fuss is more than worthwhile.

As the title would suggest, the game is based around what is possibly the most famous aerial battle of all time, The Battle of Britain. Entirely mission based, Their Finest Hour features authentic combat action, and allows you to fly for either the RAF or the Luftwaffe as they battle it out for the vital air supremacy that could well prove to be the key to winning the entire war.

The graphics are undoubtedly one of the game's main attractions, and are excellent even now, some two years on. Unfortunately, the performance suffers quite a bit on the lower end Amigas, but stick it on a 1200 upwards and it moves as well as you could ever hope for.

If you're after a game that really captures the feel of what it was like to be a fighter pilot during WWII, I can't remember seeing a better example than this. It's not often



that a budget game doesn't age wildly in the period between its two releases, and that makes Their Finest Hour a rarity. It is definitely a game that all serious-minded Amiga owners should consider buying.



Reviewed by
Steve

SCORE 90%



Winter Gold

Publisher Kixx XL

Price £14.99

Winter Gold is another game from Kixx XL, but is at a completely different end of the scale to Their Finest Hour. Originally released as two separate products – The Games: Winter Edition and Winter Games, this is a compilation that really hasn't stood the test of time. I can remember when any Epyx sporting game was eagerly awaited by just about everyone. They were the undoubted kings of the multi-event sports sim, and while no-one has emerged to take that crown away from them, it is plain to see it has slipped from their heads.

Featuring ten 'spectacular' events including Skiing, Bobsleigh, Ski Jump and Figure Skating, this is an all-out wobble fest that will give you wrist ache like you have never encountered before (and I'm sure some of the more exuberant among you have had some pretty bad experiences).

It pains me to say it, because like everyone else I was a fan, but in this sophisticated day and age, there are far better efforts around than this. Good in its day, but not much cop any more I'm afraid.



Reviewed by
Steve

SCORE 51%

Charts



CHARTS COMPILED BY
GALLUP

Budget

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	⊕	CHAMP. MANAGER END OF SEASON	DOMARK	£14.99	SPORTS SIM
2	2	ARCADE POOL	TEAM 17	£9.99	SPORTS SIM
3	7	BATMAN RETURNS	GAMETEK	£14.99	BEAT'EM-UP
4	⊕	POPULOUS 2	HIT SQUAD	£12.99	STRATEGY
5	5	BATTLE OF BRITAIN	KIXX XL	£14.99	FLIGHT SIM
6	⊕	POLICE QUEST 3	KIXX XL	£16.99	ADVENTURE
7	⊕	DUNE	HIT SQUAD	£12.99	STRATEGY
8	⊕	MONTY PYTHON	TRONIX	£12.99	PLATFORM
9	⊕	PROJECT X	TEAM 17	£10.99	SHOOT'EM-UP
10	⊕	APIDYA	TEAM 17	£10.99	SHOOT'EM-UP

SIMON THE SORCERER



THEIR FINEST HOUR



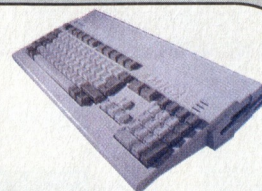
CD32

1	⊕	SIMON THE SORCERER	ADVENTURE SOFT	£39.99	ADVENTURE
2	1	ZOO L 2	GREMLIN	£25.99	PLATFORM
3	⊕	HUMANS 1 & 2	GAMETEK	£29.99	PUZZLE
4	2	FRONTIER: ELITE 2	GAMETEK	£29.99	STRATEGY
5	⊕	GUNSHIP 2000	MICROPROSE	£24.99	FLIGHT SIM
6	7	NIGEL MANSELL'S WORLD CHAMP.	GREMLIN	£29.99	RACING
7	⊕	LABYRINTH OF TIME	EA	£25.99	ADVENTURE
8	7	BANSHEE	CORE DESIGN	£25.99	SHOOT'EM-UP
9	5	HEIMDALL 2	CORE DESIGN	£24.99	ADVENTURE
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★ = RE-ENTRY ⊕ = NEW ENTRY

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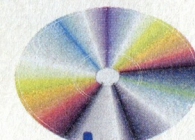
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PD

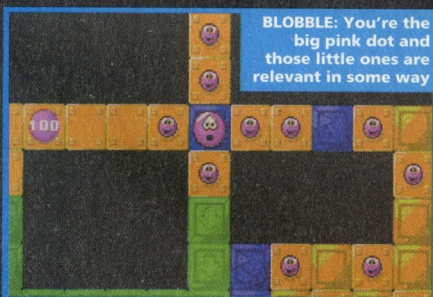
Ooh dear, what's all this – the pompous Paul getting

Blobble

Bali Software

This shareware puzzler borrows its story from just about every other similar game: Blobble and his babies are travelling through the galaxy when their ship gets into trouble and hey – the babies go missing. Blobble, of course, has to round them up and take them home for tea. Or something like that.

Graphically it looks a lot like Core's Blob (hmm... spot anything else similar?), but the gameplay is strictly two dimensional, if again much like Blob. In a space-like environment, you slide across tiles which provide bonuses, de-bonuses or one way routes to death. Basically it's a race to find the exit before moving on to the next level. Blobble is very easy to begin with, but the puzzles do get trickier and pretty soon it becomes quite taxing.



SHOOT OUT: It's great, because the sampled speech sounds like a naughty swearword



Shoot Out

Assassins disk 196

We had something similar to this on the coverdisk about a year ago I think. Can't remember what it was called like... but anyway. Shoot Out is a mouse controlled blast: you are an unseen sniper – good or bad we don't know – who has taken it upon himself to shoot the sh... er, shirts off anything that moves across the backlit windows that he watches intently.

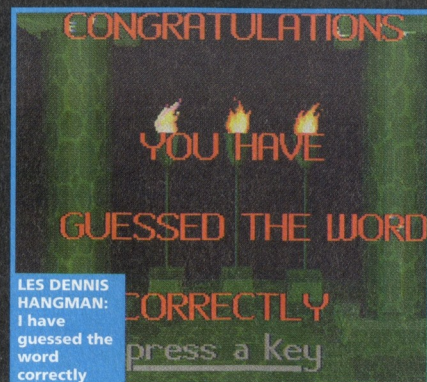
Of course you can't shoot absolutely

everything. Fellow snipers are the main target, and the women are a definite no-no. First aid can be gained by, er, shooting it, whereby it is formally announced by a gruff voiced shouty bloke. Extra weapons are also available, but it's the enemy you need to worry about most since time is of the essence. It's actually a lot of fun. Well I liked it, but then what do I know about them there PD games?

Les Dennis Hangman

Assassins disk 192

Not much to say about this, but worth a mention if only for the thousands of Big Les fans who read AA every month. It's hangman, and when you get a letter right, Les Dennis' voice says 'yes'. If you can't get enough of Les then go for it, otherwise move on. Roll on Larry Grayson Battleships...



Game of the Month

Wired Chaos

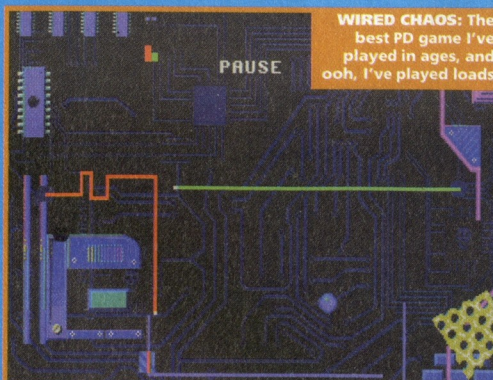
Skull Army Software

Skull Army sent us two versions of this blighter, the all-out PD version, and an enhanced shareware game with added twiddly bits for £3.75.

The basic principle's the same: it's Light Cycles with a maze option. The sounds are excellent – (of almost sample quality on the shareware version), and the control is of the ultra-responsive nature which is required on a game like this. If you like, up to six players can take part at once, providing you don't mind crowding the keyboard a bit.

Loads of options can be added on the non-maze competitive mode – the mazes

themselves are great fun – in fact basically, it's just about the best PD game we've come across in quite some time. I beg and implore you to buy the shareware version and encourage more top products like this.



his feet wet in the muddy waters of PD? Jeepers

Mangled Fenders

Pete W Storonskij

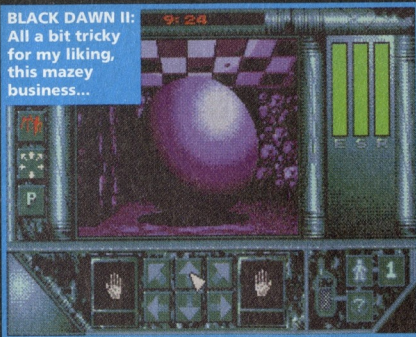
It's a pity Neil's faffing around checking spelling mistakes and the like these days because this is a game he would have enjoyed, timid little road mouse that he is.

It's a demolition derby affair where you choose a car or truck or whatever, and drive hell for leather into a number of other forms of vehicular transport.

Armour, tyres, engines and... ooh, any number of other things can be bought in preparation for the spectacle. You can purchase the same stuff afterwards too (provided you win enough money) and restore your wheels to health for the next round in a different setting.

Bizarrely this reminds me of Battle Cars: I say 'bizarrely' because it's absolutely nothing like it. Unfortunately it isn't as good and plays too slowly for my liking on anything but an A1200.

BLACK DAWN II:
All a bit tricky
for my liking,
this mazy
business...



Black Dawn II

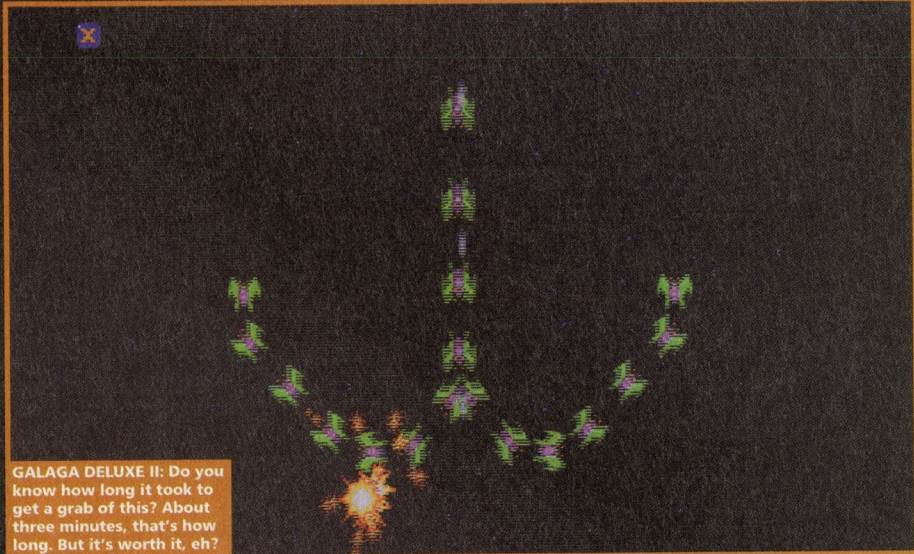
Pathfinder PD PG257

It isn't very often that a decent maze game – or any maze game for that matter – makes its way into the public domain, so it's nice to see the second in the Black Dawn series.

This first person perspective effort sees you shipped off to an alien world by GITS. Not gits like Chicken and Neil, but GITS – the Government of Interplanetary Time and Space. The aim: wipe all the scum from the Dawn star system.

There are loads and loads of missions to choose from, and although one seems pretty much like another, the graphics are more than acceptable. In fact, most things you would expect to find in a full price game are here.

One small gripe is that perhaps there's



GALAGA DELUXE II: Do you know how long it took to get a grab of this? About three minutes, that's how long. But it's worth it, eh?

too much walking around and not enough interaction with the aliens, but whatever, at a few measly pence this is well worth a right good shufti.

Galaga Deluxe II

Edgar Vigdal, Assassins disk 195

I could have sworn that our new and distinguished Prod Ed, Neil, wasted a great deal of his time with the original version of this just a few weeks ago before declaring his undying love of the correctly spelt word. However, I can't find the bugger anywhere so I'll just plough on regardless, okay...?

To me this seems like your basic Galaxian'em-up, but apparently it borrows more from the Vic20 classic, StarBattle, than anything else. Rows of aliens line up and attack your ship in waves of flying bullets and stuff. Power-ups are dropped from above and give you increased armoury etc., and large aliens and inter-level bonus stages add to the appeal.

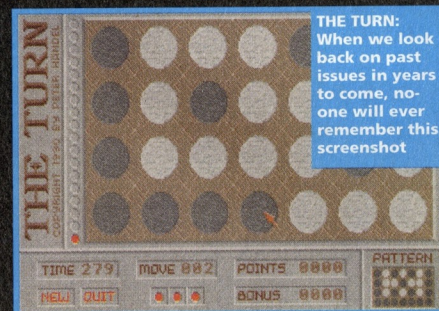
A slightly speedier ship would have been nice, but apart from that, this is an all round decent shoot-'em-up.

The Turn

Assassins disk 191

Bloody hell, what's all this about then? Check out the screenshot and you'll see an array of white and grey circles, which change position as you click upon the appropriate place on the screen.

The idea is to match the pattern to the one at the bottom by flipping various circles around. Unfortunately because I am utterly, utterly without brains I couldn't get my head round it. You are probably more intelligent, and maybe once you get into it, it'll be great. Possibly.



THE TURN:
When we look
back on past
issues in years
to come, no-
one will ever
remember this
screenshot

Everyone! Send your PD, shareware and whatever-the-hell-elsewhere to Amiga Action at the normal address. If it's any good we guarantee to put it in these pages. We're going to do it properly now that Neil's out of the picture...

Contacts

For the Assassins, try: The Assassins (er... obviously), 32 Ripley Avenue, North Shields, Tyne & Wear, NE29 7SA.
Tel: (Stu) on 091 2586418 or (Bill) on 091 5295413
Pathfinder PD: 41 Marion Street, Bingley, West Yorks, BD16 4NQ.
Skull Army Software: 58 Aln Street, Hebburn, Tyne & Wear, NE31 1XT.
Bali Software: 23 Belmont Close, Headless Cross, Redditch, Worcs, B97 5AW.
Pete W. Storonskij, er, somewhere in America [ooh Paul, you really went overboard with the research this month didn't you. Lost the letter again did you? Ooooh what a surprise.]

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GAMES

18th Hole
(CAT 225 – 2 DISKS – NOT 1200). This is a very good looking overhead golf game. Good multi player fun.

3D Games Series
(CAT 849 – 1 DISK). Includes a brilliant 3D adventure game, which is absolutely huge.

Act of War
(CAT 267 – 1 DISK). A very good Space Crusade style strategy game with three missions to do, and an array of weapons.

Advanced Hero Quest
(CAT 1920 – 1 DISK). Let the computer be the game master, and provide the challenge. You need the board game to play.

Deluxe Galaga
(CAT 1974 – 1 DISK). A true classic as far as shoot em up games go, and fantastically professional with it. Re-live some arcade nostalgia now.

Diplomacy
(CAT 1909 – 1 DISK). A very competent computer version of that great board game.

Gnu Chess
(CAT 2042 – 1 DISK – NOT 500). A very good looking playable chess program. Easily one of the best around.

Golden Oldies
(CAT 1308 – 1 DISK). A wonderful collection of arcade classics from the early days. A good nostalgia trip.

GAMES

Grand Prix 93
(CAT 2692 – 1 DISK). A surprisingly deep and highly involved management game.

Gush
(CAT 1209 – 1 DISK). This is probably the best version of Pipemania you can get. Very playable and very addictive.

High Octane
(CAT 680 – 1 DISK). This is a corking overhead car racer for two players. It's full to the brim with thrills and spills, and plenty of weapon pick ups.

Klawz the Cat
(CAT 1735 – 1 DISK). This is a lovely cat platform game, with classic game-play.

Knights
(CAT 1098 – 1 DISK). This just happens to be a most excellent two player overhead adventure game. Very addictive.

Kung Fu Charlies
(CAT 1138 – 1 DISK). Now this game is funny. It is a simple platform game with some flying kicks thrown in for a laugh.

LCD Dreams
(CAT 1789 – 1 DISK). A collection of four old LCD hand held games revamped for the Amiga. Great stuff.

Pop Quiz
(CAT 2250 – 1 DISK). Test your knowledge of pop history with this pop-tastic quiz.

GAMES

Red Dwarf Quiz
(CAT 887 – 1 DISK). Test your knowledge of the TV series with this Dwarf-tastic quiz. It's very tough indeed.

Road to Hell
(CAT 565 – 1 DISK). Yet more overhead racing in yet another great game. This time you can customise your car as well.

Starbase 13
(CAT 1213 – 2 DISKS). This is an epic graphic adventure with lots to solve. It's very playable, and quite funny.

Strike-N-Spares
(CAT 1055 – 1 DISK). Fancy a bit of ten pin bowling? Too much effort for you? Then play this in the comfort of home.

Tetren
(CAT 66 – 1 DISK). Tetren is a very good Tetris clone. It features a good selection of new oddities, and two-player option.

The Real Popeye
(CAT 2348 – 1 DISK). A totally excellent conversion of the old C64 favourite. Games were games in those days you know!

Total War
(CAT 1043 – 1 DISK). A brilliant version of the board game Risk. Six players computer or human compete, and battle.

Wizard Wars
(CAT 2959 – 1 DISK). This is a very polished RPG type board game. Quite involved and pretty tough to win.

ASSASSINS

Assassins 3
(CAT 104 – 1 DISK). Megaball – great breakout game. Drip-polished Painter game.

Assassins 123
(CAT 173 – 1 DISK). Includes the excellent Artillerus 2 which is brilliantly addictive, and for up to eight players.

Assassins 114
(CAT 185 – 1 DISK). International Cricket is on here, and so is Insectids 2. Brill.

Assassins 95
(CAT 286 – 1 DISK). Includes two foot-ball manager games which are quite different from each other. Very playable.

Assassins 133
(CAT 1139 – 1 DISK). There are two great Columns type games for you on this one.

Assassins 138
(CAT 1348 – 1 DISK). Includes the unmissable game Scorched Tanks. Totally addictive, and great multi-player fun.

Assassins 128
(CAT 1632 – 1 DISK). Three brilliant versions of some arcade classics. Includes: Space Invasion, Deluxe Pacman and Solar System Wars.

Assassins 139
(CAT 2282 – 1 DISK). Includes a good fruit machine game, and a weird breakout.

Assassins 135
(CAT 2442 – 1 DISK). Has a brilliant Backgammon game.

MUSIC/DEMO

Fairlight 242
(CAT 2781 – 1 DISK). Contains a very long video sequence set to the usual techno type music.

9 Fingers
(CAT 383 – 2 DISKS). An audio visual feast brought to you from Spaceballs. It's pop-video tastic and no mistake.

Arte
(CAT 562 – 1 DISK). A graphical extravaganza of a demo with funky-tronic music.

Attraction
(CAT 1243 – 1 DISK). A great music disk with some lovely thoughtful music.

Banging Raves
(CAT 213 – 1 DISK). Perhaps not rave exactly, but a good megamix of some classic tunes. A good mix of styles.

Banging Raves 2
(CAT 514 – 1 DISK). Another good megamix.

Basso Continuo
(CAT 1059 – 1 DISK). Ten excellent funky tunes are on here for your listening pleasure.

Doop Re-mix
(CAT 337 – 1 DISK). A good re-mix of that chart topping tune.

Gastric Ulcer
(CAT 2724 – 1 DISK). A good collection of some very hard rave tunes. Not for the faint hearted listener.

MUSIC/DEMO

Guru Meditation
(CAT 970 – 1 DISK). The Guru knows all my friends. Nice animated stereogram.

Jesus On Cheese
(CAT 1251 – 1 DISK). It's fast and furious in the ready rave cheese round I can tell you.

Kaos Theory
(CAT 1114 – 1 DISK). It's rave-omatic Amiga time with some seriously hard tunes.

Piece of Mind
(CAT 980 – 1 DISK). A great 3D extravaganza demo with some very classy music.

Scoopex 2 Unlimited
(CAT 2241 – 2 DISKS). Good old Scoopex supplies 3 very well produced 2 Unlimited mixes.

Sequencial
(CAT 547 – 1 DISK). A roller coaster of a demo.

For Your Mind
(CAT 2462 – 1 DISK). Fast video, fast music, a really moving experience for sure.

State of the Art
(CAT 19 – 1 DISK). An all time classic demo. Brilliant visuals and a cracking dance tune.

Star Trek Rave
(CAT 2390 – 1 DISK). Is nothing sacred? Apparently not. A silly story with pictures which provides a good laugh.

Techno Tracks 2
(CAT 1664 – 1 DISK). Awesome music and some great visuals make this a must!!

ALL THE DISKS LISTED ON THIS PAGE ARE COMPATIBLE WITH ALL AMIGA COMPUTERS UNLESS OTHERWISE STATED

USEFUL

600 Business Letters
(CAT 291 – 1 DISK). Lots of letters for lots of things.

Account Master
(CAT 1817 – 1 DISK). A good little accounts program to help keep your books.

Amibase Pro 2
(CAT 293 – 1 DISK). Probably the best database program you can get. Very usable indeed.

Astro 22
(CAT 2120 – 1 DISK). An excellent program to help with your astrological predictions.

Astronomy
(CAT 2847 – 1 DISK). Produces very detailed planetary information for astronomers.

Classic Utilities
(CAT 1863 – 1 DISK). A true collection of classics that you really should have.

Create Adventures
(CAT 1027 – 1 DISK). A very nice authoring program.

Crossword Creator
(CAT 2161 – 1 DISK). Takes the strain out for you.

Crunchers disk
(CAT 1227 – 1 DISK). If disk space is getting tight then this disk is definitely for you.

D-Copy 3.1
(CAT 2582 – 1 DISK). The best disk copier you can get.

Dynamic Skies
(CAT 1512 – 1 DISK). An amazing night sky viewer which is feature packed.

USEFUL

Easycalc
(CAT 1042 – 1 DISK). Simply the best spreadsheet.

Edword Pro 4
(CAT 2071 – 1 DISK). A brilliant text editor which has a very good feel about it.

Forecaster
(CAT 607 – 1 DISK). If you're a betting man/woman, this disk could be up your street.

Grinder
(CAT 1249 – 1 DISK). A versatile screen converter.

Home Budget
(CAT 1410 – 1 DISK). This is a very effective little money manager/planner program.

Inscript
(CAT 2893 – 1 DISK). Home video titling is rarely this easy or effective.

Mandelmania
(CAT 820 – 1 DISK – NOT 500). A very fast fractal generator with fast zoom in and out.

Mandelplot
(CAT 90 – 1 DISK). An excellent shareware fractal generator. Tons of fractal types.

Magnum
(CAT 2666 – 1 DISK). A good disk magazine creator.

PC Task 2
(CAT 1281 – 1 DISK). A working demo of this very good PC emulator program.

Planetarium
(CAT 1887 – 1 DISK). A simple program to display the position of the planets.

USEFUL

Pools Tools 2
(CAT 442 – 1 DISK). A great rich quick program? Could be couldn't it?

PP Mini Crunch
(CAT 838 – 1 DISK – NOT 500). A user friendly interface for the excellent Powerpacker. Very nice.

S-I-R-D-S
(CAT 2214 – 1 DISK). Create your very own stereogram pictures and baffle your friends.

Start of the Art
(CAT 2317 – 2 DISKS). These disks are packed chocker with various graphics programs.

Text Engine 4
(CAT 1464 – 1 DISK). The best word processor there is. Very well suited to the Amiga.

The Money Program
(CAT 1811 – 1 DISK). An excellent home money monitor program. Very useful.

Utility Disk Maker
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Wednesday March 28
Ryan

There the first entry in the journal. My own name. The time is 11.45am precisely.

I don't know why I bought this journal. Come to think of it, I don't know why I'm writing in it. Never kept a journal before, not even those little diaries when I was a kid. I won't write about the dreams – not in detail. I'm not committing my nightmares to paper.

NEVER

Enough of that. If anyone's interested, I was twenty-six last Monday. I didn't celebrate the birthday. Now what shall I say? Am I writing this, in my neatest hand, for myself, or someone else? Eden, perhaps? No. Not Eden. I love her. At least I think I do, but I wouldn't want her to know all my secrets. Am I penning this for myself? Yes in part, but only in part. To someone out there, who'll maybe read this in fifty years when I'm dead?

Or even for a stranger's eyes in a remote future epoch – ten, twenty, thousand years from now, when I'm a nobody of ancient history, one more item on the archaeological list? Who are you, anyway? I wonder what you're like, reader.

Funny – I hadn't meant to wander off like that. Let's started DAMN my first mistake, and on the second page. As I was saying... Let's start with today...

I was browsing through one of those old curio shops in Rackham Lane, looking for well, nothing in particular, when I saw this sad, dark green leather bound journal with an embossed pattern down the side in a faded golden colour. What is it they call that fancy patterning? Tooling, I think. Whatever, the book lay there on a back shelf, smelling slightly musty, as old as the century. The off white pages inside, like old snow, begged to be covered in marks. I recall the journal was beside one of those glass globes that whirl up a snowstorm when you shake them. Jeez – why did I bother to slip in that little observation? Who cares? I'm still not sure why I bought the journal, but then, we all do things for no good reason almost every day, don't we? Or is it just me? No, I don't think I'm that unique.

I got a pen to go with the journal, one with a nib that you stick in an ink bottle. An old-fashioned pen for an old-fashioned book. Out of character, Eden would say if she knew. Louis – he's a friend, of sorts – would say the same. Shows how much even lovers and friends know about you. I'm supposed to be this streetwise, live for the moment guy, whatever the hell that's supposed to mean, but we all have our hidden sides, all of us. No, scrub that last thought... I've just remembered a whole batch of creeps that have crossed my path over the years – they didn't have any hidden sides.

The TV's on, in the corner of the room. There's some jerk just come on the screen, one of those mainstream rock stars in his late twenties, wearing a watch that'd cost me, and most people, a year's wages. Is this fair? If you think so, you're either rich or crazy. Okay, some

performers are talented, but David Crane, lead-singer of Araknophobia, sure as hell isn't one of them. But maybe you're a fan, and want to strangle me with a guitar string. (It's odd how I keep writing as though some stranger's going to read this, but maybe all diarists do that, wouldn't know, I'm new to this game.)

Well it's late, there's nothing on the box and the bed looks inviting

Last night, I dreamt that I murdered a man. Strange things, dreams.

Thursday March 29

8.30 in the evening and all's well. Works over for the day and – no, I won't talk about work. I'm glancing around my flat at the moment. It's scruffier than usual considering Eden will be here in an hour. She's always trying to get me to tidy up. The bathroom isn't too much of a mess – I can see into it from my table near the window. The kitchen doors open too. The kitchen's pretty clean, by my standards – all I ever use is the microwave. Microwave Man. As for the living room-come bedroom, it looks as if half a dozen students live in it. Stained walls, dusty almost-wall-to-wall carpets. The carpet has its decorations, screwed-up socks and crumpled beer cans and cigarette stubs that have somehow escaped the ashtrays.

Uh-oh. I've just spotted a rubber under the bed. So THAT'S where it got to. Be back in a moment...

Here again. The flat's a lot tidier now. Sorting out the rubber got me going on the rest of the place.

Eden is coming round, after all got to show willing. Still looks a dump, though. She won't be wildly impressed. I've never understood what she sees in me. She's definitely up-market. You should see her apartment. Plush, plush and more plush. You can tell she's in a high-flier job. Something to do with communications consultancy and PR, I don't ask. She's always going on at me to get a proper job. Has no-one told her there aren't that many jobs around? Serving booze in Sparky's Bar isn't my cherished vocation either. That's it – I've said it – I'm a barman, and Sparky my boss, is an overweight, hairy slob. The type that walks around in a string vest, you know the kind? Yeah, sure you do. I've just looked out of the window, down at the street. The window-panes are grubby, if you hadn't already guessed. It's raining and the street is smeared yellow with the lights of Sodium lamps. There are a lot of figures in raincoats down there, going somewhere or nowhere. I read once that most people live lives of quiet desperation. Could be true. God, this flat's empty without

Eden. But she'll soon fill it, with her perfume, her voice, her presence. She promised she'd stay tonight. I can see her now on the bed, pale and smooth and slow and easy, her black hair long and lazy on the pillow. When she's naked, she has the eyes of a child. Then, in the morning, she dresses for work, and she's someone else.

Sometimes I love Eden. Sometimes I don't. But when she's not around, I always miss her. I reckon most people are like that.

Well, I'm not writing any more today. Signing off, or whatever diarists are supposed to say.

Me again. Its after midnight. Eden didn't come. She phoned, made her apologies, explaining about work-loads and dead-lines. I said I didn't mind. I'm a good liar when I want to be.

Ten minutes later, Louis turned up, scratching his needle scabs and asking if I wanted any drugs. I haven't touched that stuff in years, but he keeps on asking.

Louis for Eden.

Not much of a trade. He started to babble about imaginary spiders, brushing them off his sleeves. I had to kick him out.

I watched TV for an hour. It was a programme on serial killers. No, I'm not especially morbid. There's been this serial killer scaring hell out of the city for the past few months. The media have dubbed him the dealer because he has this thing about playing cards and-

No, I don't feel like writing about the Dealer tonight.

It's still raining, and the street below is deserted. Everywhere, there's a gap that's shaped like Eden.

I don't want to write about the dreams.

I've been staring at the bed – it's not inviting tonight.

Friday March 30

11.32 pm

Eden went home ten minutes ago. She came round on a surprise visit, and found the flat in one hell of a mess. That's the trouble with surprise visits. You never have that trouble? Bet you do. She wrinkled her nose and said that there was an unhealthy smell. I hadn't noticed it which probably says more about me than it does her.

And she pointed out all these spiders that have moved in since she last came. True enough, a fair number of cobwebs have sprung up in the corners, but spiders keep the flies and bugs down, don't they? Well, that was my excuse. She let it go without a fuss.

I love Eden.

She told me that her parents intended to christen her Eve, but decided on Eden – less common. Never knew that. I like those little details.

The sex was okay, which means it wasn't okay with me and Eden, the sex has always been a lot more than okay. Whatever, we fell asleep, bad move.

I woke up shuddering, my heart performing a bongo rhythm. Eden just stared at me with big, scared eyes. She said I'd been talking and screaming in my sleep. Talking about God and the Devil and the Seven Sleepers and the woman I was

murdering. Jeez, no wonder Eden was frightened. Somehow,

we calmed each other down with soothing words about dreams only being dreams, made coffee and small talk.

And then we watched TV. Another bad move. There was a fresh report on the Dealer. He'd murdered a woman in her flat a mere couple of blocks away an hour before Eden arrived. Eden gave me this look. There was no obvious

*... little diaries when I was a kid - not in
white about the dreams - not in
not committing my nightmares to
NEVER*



accusation in it. No real hint of fear. Just this look. I knew she was thinking about the black-outs I've suffered since my late teens, but she didn't say a word. She gave me a half-smile and a half-hearted kiss, then I was looking at a closed door and listening to the back of her heels receding down the corridor.

I've been looking out the window for the best part of an hour. The rains eased off. Somewhere, out there, I thought, is the dealer. Then I started to wonder about the Seven Sleepers. I'd read about them a long time ago. I was an avid reader once, before I flunked college and discovered the bottle. Maybe I'll pay Central library a visit tomorrow. Then again, maybe I won't.

Saturday March 31 2.15am

Okay, It's not Saturday any more by the clock, but it feels like Saturday, all right? Work was a bitch. Sparky was a bastard. They went well together. A twelve hour shift, ending at two in the morning, and I stayed off the booze every minute of it. But Sparky was on my back all the way, riding me about my attitude, how I washed the glasses, every damned thing. I bit my tongue and took it. I need the money.

I called Eden five or six times from work, when Sparky wasn't looking, and left messages on her ansaphone. I think I need Eden more than I love her. I've been thinking about religion. The Dealer didn't kill anyone tonight. I never went to the library.

Sunday April 1 11.20am

Last night God came to me and told me to murder people. He was dressed as Santa Claus and wore dark glasses. Maybe it was an April Fools joke. Perhaps God has a black humour. You tell me. It was only a dream, I tell myself! Only a dream. I'm writing this in a bar. No, its not Sparky's Bar, not on the other side of the counter anyway. I've downed my first whiskey of the day. I'll be drunk soon, I hope.

Memories of Eden have banded together, ganged upon me. I'm sitting, glass in one hand, pen in the other, staring back down the years. I see Eden in her blue raincoat and red scarf, leaning against the railings of the college main hall. I've noticed her before, but for the first time she smiles at me. Her smile is - Eden. Can't express it any better. That Eden smile saw me through months, years, as she rose higher and I sank lower.

If only I hadn't had those black-outs. There I go again. Excuses. Self-pity. If I'm a loser, its because I played the

cards I was dealt badly, not because I was dealt bad cards.

It's started to rain again. I watched the puddles forming. There are a lot of empty glasses on my table. Can't remember how they all got there. Eden hasn't been answering my calls. Maybe that's why I'm eyeing the girl at the bar,

I'd been ~~talking~~ screaming in my sleep. Like I was in the "Deliverer" was. The she asked me who the

her face frosted with powder, mouth slashed red with bright lipstick. She looks cheap as in cheap by the hour. Sometimes you take comfort wherever you can find it. Even counterfeit comfort.

10.56pm

She left my flat an hour ago, about the time my hangover wore off. Her name was Angel, she said. For me, she was an angel for a while, a ministering angel. And she was my priestess-confessor. I told her everything. Told her stuff I daren't commit to paper, everything. She didn't judge. She didn't condemn. Oh sure, I know why - she didn't damn well care.

Doesn't matter. I feel absolved, stupid as that sounds. I haven't a clue what she felt - if she felt anything. She had fresh bruises all over her body, some purple-angry. I asked her where she'd got them. 'Part of the job' she replied, 'Customers get what they pay for.'

Angel was wearing a small fortune in the slim shape of a watch. I recognized it as the one David Crane wore on the TV broadcast. When I pressed her about if she refused to admit anything. Professional confidence, but her expression told it all. The watch was from Crane, rock-idol and darling of the chat shows. The bruises were from him too.

I had damn all money to give her. She didn't mind.

I want to see Angel again.
I know I won't.

11.12pm

Eden's just phoned, asking if I wanted her to come over. I didn't want to see her. I told her to come right round.

Monday April 2 11.23pm

Yesterday, when I had sex with Angel, I hardly thought about Eden. I don't love Angel. Last night, when I made love to Eden, I thought about Angel all the time. I love Eden.

Life is a Leonard Cohen song. Eden was hardly through the door when she asked me about the black-outs. Were they getting worse? I mumbled something or other. Then she took me by the hand and sat me down on the bed and she smiled that Eden smile. That smile I saw years ago, when we were first-year college students. At that moment, I was certain of two things - I would never love anyone as I loved Eden and I was the last man Eden should have for a lover. It wasn't just that she was a winner and I was a loser. I'm not proud. I could live with that. No, it was more than that. In a rare instant of revelation, I knew that I was death. But I couldn't find the words to tell her. I'm still struggling to frame the words to explain the insight. What to say? That I'm death himself, the Grim Reaper? No way, nothing so grand. Perhaps, in a way, I'm Death for some, except I'm not sure what that means. And I'm also a dead man but I haven't much of a clue what I mean by that either. The revelation was just too damn big for words, lets leave it at that. After a while I started to follow what Eden was saying, she was talking like a saint.

She was telling me about faith. Not chapel and bible faith, but human faith, faith between lovers. Eden was saying she was sorry for not trusting me, for suspecting that I might have caused harm. Okay, she admitted, so I had black-outs. She'd seen plenty of them over the years but I'd never hurt anyone while I was lost to the world. She put her arms around me and insisted that there was no danger in me at all.

She

was wrong, but I said

nothing. Somehow we ended up naked under the sheets. Maybe that sounds like phoney line, as if I suffered a lap dissolve in a movie, but that's almost how it seemed to me, a shift from scene to scene. A whole rabble of fears erupted inside my head, SHE'S MAKING LOVE TO DEATH, I thought. My love will kill her. But what the hell was I supposed to do?

Claim to have a headache?

So I thought of Angel as I went through the actions with Eden. Somehow, Angel was immune. Death couldn't touch Angel, I know it sounds crazy but...

Sometime deep in the night, we fell asleep, and of course I dreamed my dreams. She shook me awake in the early morning, her face as pale as the dawn light. I'd been talking in my sleep she said. Screaming in my sleep! Like I was in hell. She asked me who the 'Deliverer' was. The name sent a chill through me, although I couldn't figure out why.

After Eden left, I lay on the bed for a couple of hours, counting the cracks on the ceiling. Then I heard SYMPATHY FOR THE DEVIL on the CD player and I got out the flat fast. In case you're wondering why I was so spooked, I don't have any Rolling Stones CDs. I went to the library a couple of hours before work, and took out four books on religion and mythology. Then I wandered around looking for an old church, an empty church. Don't ask me why. Some obscure need. Who knows? I ended up in a mean area, above the Italian steps. Narrow, crooked alleyways, not a lot of sky. I passed a window painted black and entered a small square with a dry fountain. That's where I saw the church. It was one of those grey, neo-gothic buildings with stained glass in the tall tapering window. The sign was the worse for wear and weather: ST SEPTIMUS. I walked up to the door, almost went in then turned and walked away. When I finally arrived at Sparky's he gave me all kinds of hell for being an hour late. Can't blame him for that, much as I loathe the creep. Next time even one minute late, I get the sack. Won't break my heart.

Haven't read the library books yet.

I watched the TV.

The dealer didn't kill anyone today.
I'm afraid to go to sleep.

Tuesday April 3 9.27am

I've made a decision. A firm decision. Things have gone downhill since I started this journal. Perhaps writing troubles down makes them worse. I don't know. I'll try a few days, maybe a week of restricting myself to a few brief notes a day, I won't bother reading the library books. It came again last night.

11.36pm

The Dealer killed a man tonight.

Wednesday April 4 10.50pm

My day off work. Eden rang. Told her I was catching up on sleep and best not to call round. She's better off without me.

Louis came banging on the door. Told him to go to hell, I'm better off without him. The dreams haven't gone away.

The Dealer didn't kill anyone today.

Thursday April 5 11.26pm

Didn't sleep last night. Broke a glass at work but Sparky wasn't around.

Eden phoned. Told her I was busy.

No murders.

Am going to stay awake tonight.

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After last month's extravagant promises to once again bring you the most up to date previews around, we realised that we'd set ourselves a pretty stiff task, and one which, quite frankly, we weren't up to. By some incredible fluke though, we've somehow managed to do it!



Sensible Golf

Sensible Software take a sideways look at the world of golf, and come up with what looks to be another masterpiece

p62



Dawn Patrol

The latest adventure game heroine to hit the Amiga. Join Miss Patrol as she infiltrates the ruthless criminal underworld

p58



Football Glory

It's football in all its, erm, glory! Black Legend Croatia take a shot at Sensi's title

p66

Also on the agenda

High Seas Trader, Flight of the Amazon Queen, Sensible World of Soccer, Spherical Worlds

Skitchin'

Ocean's tie-in with Electronic Arts begins to bear fruit in the form of Skitchin'. Rad

p68



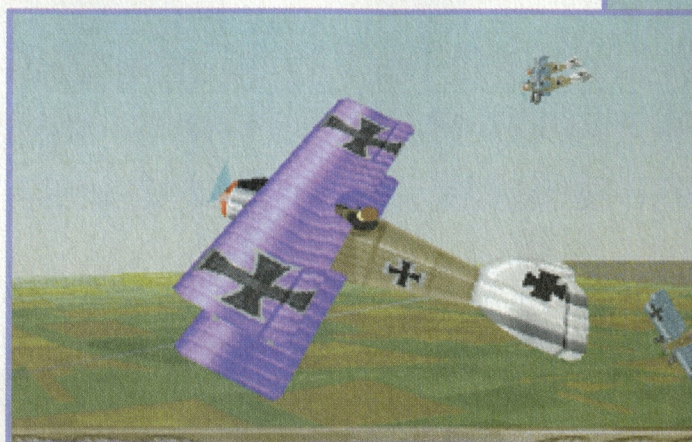
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90°

There haven't really been that many efforts to reproduce the biplane age for the Amiga. MicroProse's *Reach for the Skies* is one that leaps to mind, but even that is a couple of years old and showing severe signs of ageing now. *Dawn Patrol* should correct this problem when it is released this side of Christmas



One of the features of the game that is definitely worth mentioning, is the ability to adjust the missions being played out in order to tilt the balance either way. This means that if you find yourself getting horrendously stuck at one point and you're going out of your mind, simply change the odds a little in your favour. Is that cheating though?

Dawn Patrol features over one hundred actual flight sequences and heroes from the time. Also included should be 64 pilot biographies with detailed information on their historic careers. Apparently this will help you customise your own characters and destiny. We'll let you know exactly what that means when we get our hands on a finished copy

The First Aces

Tactician

Mannock was the complete tactician. He knew what was going on around him at all times and knew how to deal with developing threats and how to turn the balance of odds to be in his own favour. In short, he had what we now know as situational awareness.



THE MISSION

A flight of 6 Albatros D3s is just below Mannock's flight of 4 DH.9. Mannock's flight is spotted and half of the enemy flight peels off and start to climb. Mannock acts quickly to avoid the sandwich.

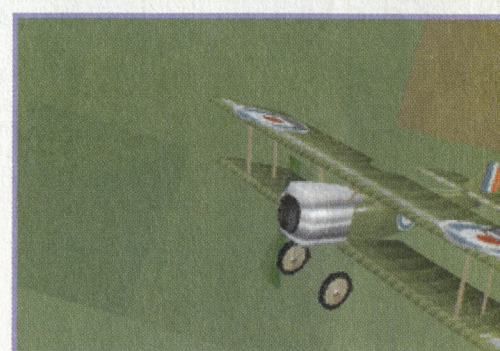
Page 22



Dawn

Remember *Reach for the Skies*? If you have any interest in computer flight sims whatsoever, then this title should be rattling around in your memory somewhere or other. The programmers of this classic, Rowan Software, have quickly become synonymous with good flight simulations, and now they've teamed up with Empire to bring out their latest title. It's undergone the odd tweak and name change here and there during its time in development, but now all the little niggles have more or less been ironed out. *Dawn Patrol* is almost upon us, so it's time for the Amiga to prepare itself for perhaps the best World War I flight sim to date...

Rowan Software have had previous flight sim hits for the Amiga, including *Reach for the Skies* amongst others. Everything they've done so far has been critically acclaimed, and rightfully so. *Dawn Patrol* attempts to do for World War I what RFTS did for World War 2 by giving the player control of a variety of aeroplanes on both sides of the conflict





Anyone who likes flight simulations should really have been waiting for this product. The Rowan name comes highly recommended from all corners and there should be no doubt about the time and effort that has been put into this product. You'll probably be seeing the PC version on the shelves before the Amiga, but at least you know that you won't have to wait long

The graphics shown in this Blueprint are taken from the IBM PC, but we are assured that the Amiga version will look as good as it possibly can bearing in mind the hardware available. Rowan have spent a lot of time at their Runcorn headquarters working away to get things just right before the game's release can be thought about seriously

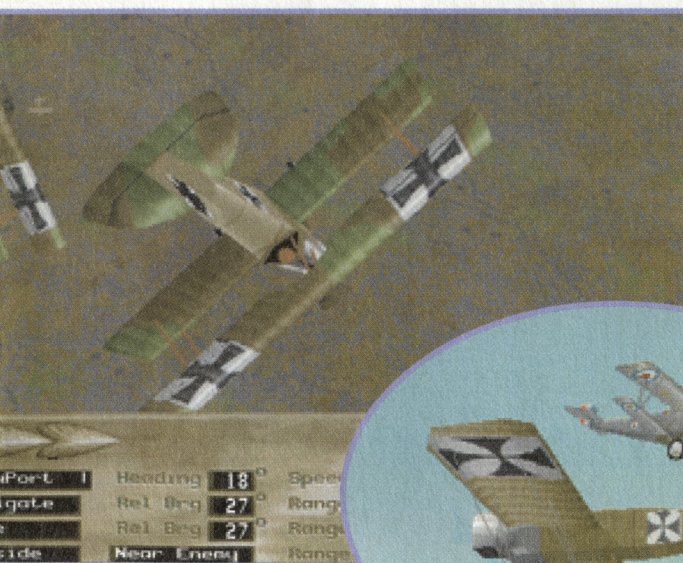


Everything about Dawn Patrol looks polished and professional, just like it was in Reach for the Skies really. Watch this space for the review sometime in the next couple of months, and we'll bring you the final lowdown on whether things turn out as well as we expect them to. Tune in soon



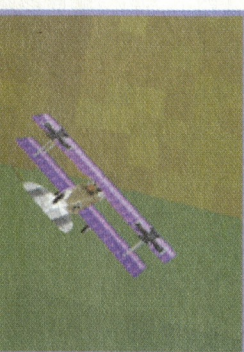
While playing Dawn Patrol you will also be given the opportunity play the part of some of the most famous pilots the world has ever seen. Throughout a series of missions you will be given the chance to, "emulate or even outshine", the greats like Von Richthofen and Immelmann. Good eh?

Patrol

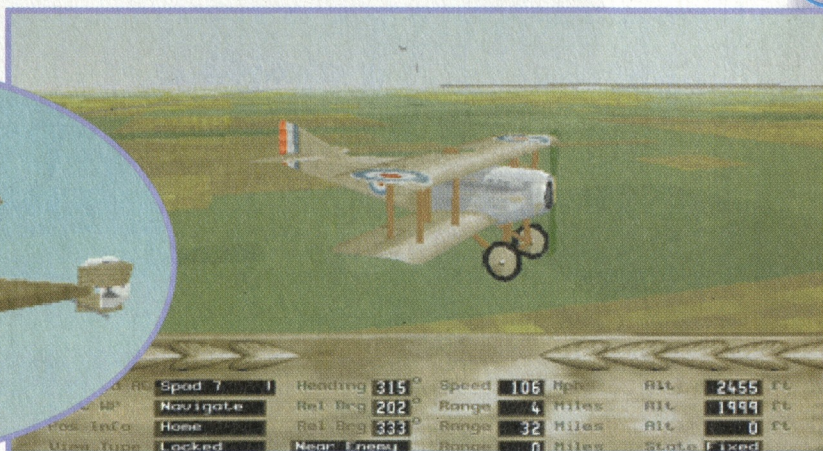


Dawn Patrol provides the opportunity to fly any of 15 World War 1 aircraft. All these planes have been provided with extensive details, right down to their own individual aerodynamic flight model. Obviously, the way they fly will be similar to avoid you having to learn thousands of controls, but each should handle differently

Aircraft included in the final version will include the Fokker Triplane, the famous Sopwith Camel, the Eindecker and the more exclusive SPAD 7. Of course there will be another 11 to play with too, but we don't have details of them at the time of going to press. So there. You'll have to wait for the review for that



Empire are quite rightly blowing Dawn Patrol's trumpet. The official spiel goes something along the lines of, "Most modern aerial battles don't compare with the skill and atmosphere generated by the dogfights over Northern Europe. No modern flight sims compare with Dawn Patrol." Strong words, but will they be proved right?



Project Dawn Patrol

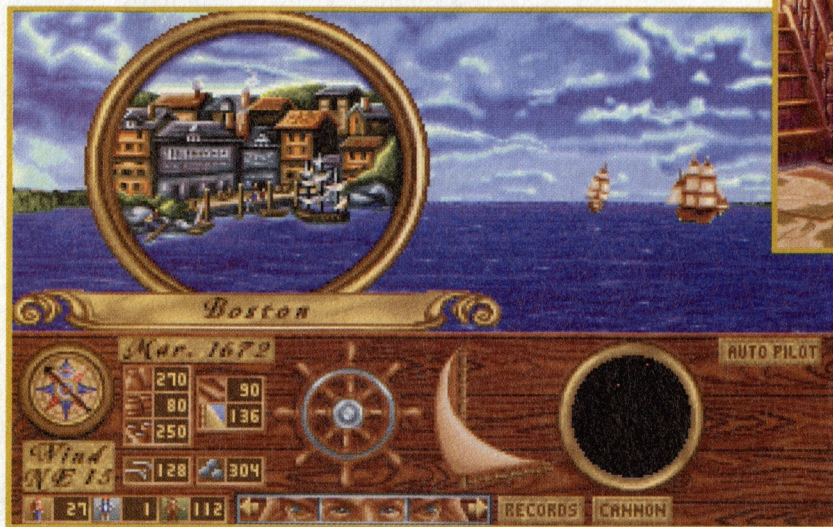
Publisher Empire

Team Rowan Software

Release Oct '94

Inspected by Chicken

High Seas Trader is billed as a first-person perspective sea trading game. You sail around the world buying and selling various goods, whilst all the while defending your wares from enemy attack. Of course, things aren't as simple as that, as you'll need to go off recruiting and fighting before you can amass a fortune to be truly proud of.



Impressions' games aren't everybody's cup of tea, but if you like to think rather than shoot, and you haven't seen one yet, now's the time to start looking. With High Seas Trader, they are trying to make strategy games more accessible for everybody, but how many times have we heard that before? Will this time really be any different? Let's wait and see.

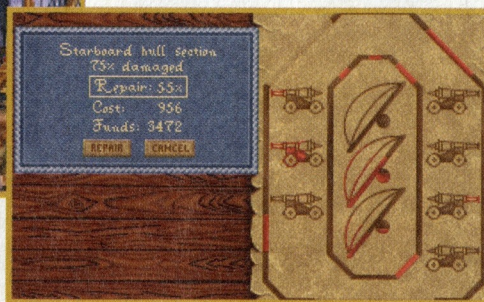


High Seas Trader

For wargames of a consistently high standard, you need look no further than Impressions. They've even branched out into strategy this month with Detroit, but this new title takes a little bit of both genres and stirs them gently together. Take to the seas to make your fortune, but know that others will eagerly try to take it from you by fair means or foul. So, grab your sea-sickness pills and be on your way.



When High Seas Trader finally arrives in the middle of November, Impressions will have another specialist title on the market to sit next to Detroit and all the other games they consistently release. Watch this space in a couple of months to see if the final model comes up to scratch.



Constructing your fleets is obviously of key importance. They can consist of up to 16 ships, and you have a variety of vessels to choose from. Cargo ships are an important component of any fleet, and can be protected by warships. Pirates who frequent the oceans can then be repelled with the minimum of fuss. It's not worth making a trip across the dangerous waters only to lose everything.



The finished game will contain over 120 ports of call, and allow you to visit every corner of the world. Each will have their own pros and cons. Some will be highly profitable but extremely dangerous, while others will be hardly worth more than a stop-over for supplies. Only exploration will reveal the game's ultimate secrets and the best places to go.

Project High Seas Trader

Publisher Impressions

Team In-House

Release November

Inspected by Chicken



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One of the most "spectacular" features of Sensi Golf is the Zoom ability. As you can see from the screenshot, the picture can be turned into a close-up, so you can examine the action in much more detail. The golfers and their surroundings then take on a much larger and more detailed appearance. The graphics look similar, but are probably better than those recently seen in Theme Park.

If Sensible Golf was to be released as the only Sensi product for a while, it would do incredibly well. Hopefully, the fact that Cannon Fodder 2 and World of Soccer are released at the same time, will not detract from sales. It still seems likely that the top three games this Christmas will all be Sensible's. That will be an amazing achievement, and one that will probably never be matched.

There is still a lot of competition in the golf game market. Everybody has their own personal favourites, and while this offering may well take a little time to get used to, chances are that it will be looked upon as a classic in a couple of years time. It all depends whether the mould of the behind-the-golfer perspective games can be successfully broken. If anybody can do it, you'd put your money on these guys.



Sensible

Cannon Fodder 2, Sensible World of Soccer, and now Sensible Golf. Why can't these guys do a bad program? Is it just us, are these guys the best thing that ever happened to the Amiga? Sensible Software are running hot at the moment. Everything they touch turns to gold (or is it cash?), and Sensible Golf is the third prong in their fork-like attempt to dominate the Christmas charts. Is a Sensi top three completely out of the question? We here at Amiga Action doubt it very much. In fact we believe it would be a huge surprise if it wasn't...



Well, here are the details you've been waiting for. Sensible Golf should be out around November, and will be published by Virgin Interactive, who were also responsible for the production of Cannon Fodder. Details of pricing are yet to be announced, but you'll see a review here in the next couple of weeks. If you want to take my advice, then I'd start saving now if I were you. Alternatively, you could nag your parents to death for an early Chrissy prez.



Sensible Software have built their name around cute, tiny lovable characters. So, you can hardly blame them if their games look, on the surface, a bit similar from time to time. If Cannon Fodder was Sensible Soccer with guns, then this is Sensible Fodder with sticks, if you follow the logic. Yep there are some similarities, the main one being that it's bloody good.



Golf's golf. How interesting can it be to talk about for two pages? Well, if you look at the screenshot, you'll see that Sensible have tried to make the screen as interesting as possible by having the other players dotted about. To add to this, there are also nice touches like golf bags and the like to be carried around with them.



On the left hand side of the screen (again with some similarities to previous Sensible Software games), there is the Information panel. This highly useful piece of, erm, machinery, gives the player all the necessary info required to judge the next shot to perfection. Distance and the lie of the ball are perhaps the most important, and at the same time, the most bland!

Golf



Club selection is made in the usual manner. A full bag can be carried around, and care must be taken to choose the right club for the forthcoming shot. The action will all be viewed from the now-familiar overhead perspective, and this will probably seem a bit different to what everybody is used to. This obviously doesn't perturb the guys one little bit, so we'll have to wait and see if it works.

Sensible Golf aims to take the "stuck in a rut" genre of golf games, shake it up and toss it back out, giving people something to think about into the bargain. With a perspective that is more than a little similar to Cannon Fodder, some people might be surprised not to see the standard behind-the-golfer look. That's Sensible Software for you. Unusual, unpredictable and arguably the best team in the world.

Project Sensible Golf

Publisher Virgin Interactive Entertainment

Team Sensible Software

Release November

Inspected by Chicken00

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Flight of the Amazon Queen

It should come as no great surprise to learn that Renegade are to release a game that they're touting as excellent. After all, what company is going to say their games are rubbish? And besides, this particular bunch do have a rather enviable track record as far as genuine wowsers are concerned. What may raise your eyebrows however, is the fact that this is an adventure game, and it's from the people who brought you The Chaos Engine, Sensible Soccer and Speedball 2 (see below for news of this, by the way). A step into the adventure arena from Renegade then – something to look forward to.



Actually it isn't Renegade alone who are behind this, and I quote, "Irreverent pastiche of the adventure serials that were popular in the 1940s". Binary Illusions, an Australian group of newcomers are responsible for the development, and have been working on the game to some extent for a couple of years. Johnny Cynical may suggest that Irreverent Pastiche is just another word [two words Paul – Neil] for corny, and Johnny would be more than half right. However, any corn is more than likely an intentional spoof.



A trait of all Renegade games is the quality of the graphics, and it is this which perhaps drew them to Amazon Queen. Apparently, Binary Illusions have employed a dynamic lighting system in order to maximise the effects, and the graphics, I repeat, look great. The character names on the other hand are rather cringeworthy. Pilot Joe King heads a cast of thousands who could quite plausibly DJ on Atlantic 252.

Joe and his crew stumble across an evil plan to hold the world to ransom. Apparently, this dastardly plot involves an army of huge, genetically engineered women, and most of the adventure involves finding a way to foil these size-34 terrors. Those Aussies eh? filthy. A lot of work is going into the graphics as mentioned, but not just in the drawing of the sprites and backgrounds. Fitting the graphics together is an area which has received lots of attention.

Speedball 2

Unfortunately, no matter how much drink we poured down the neck of Steve from the Bitmaps at the ECTS, he refused to divulge any information whatsoever about their hush-hush, up-and-coming projects.

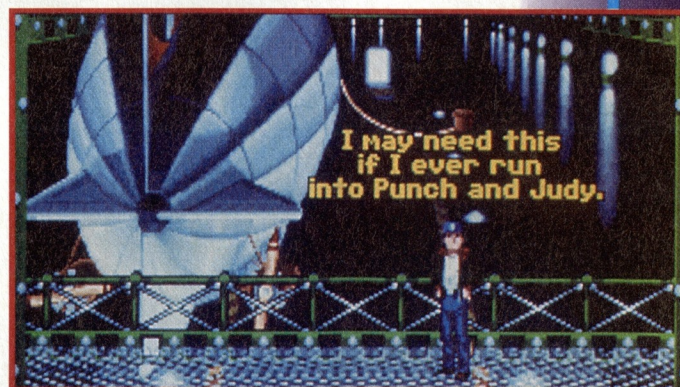
What we did find out though, is that everyone's favourite violence'em-up, and all-time Superleague high-ranker, Speedball 2, is winging its merry way to the CD32. It isn't just a straight port either. The soundtrack has been beefed up, and full use is being made of the machine's 256 colours. Expect it in about a month...



either lady.
good mood?
your whining for a moment...
ke this.



Without wanting to give too much away at this stage, the adventure begins with Joe flying a famous actress deep into the heart of the Amazon jungle, where she is to make her latest movie. A number of things happen along the way, not least when the plane crashes.



Project Flight of the Amazon Queen

Publisher Renegade

Team Binary Illusions

Release November

Inspected by Paul

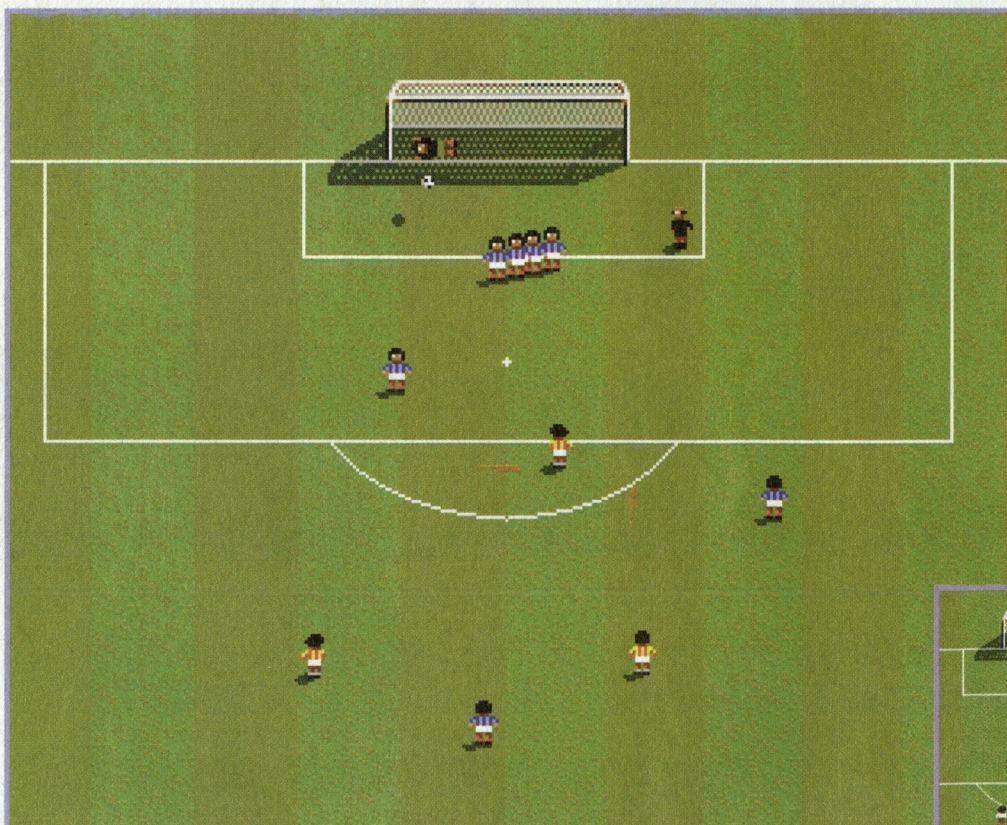
Someone who spent their time keeping abreast of world current affairs, as opposed to keeping abreast of the latest happenings in Dallas on UK Gold, might be in a better position to talk about the crisis in Croatia. Me? I just know that there's some sort of war going on, and that it's part of the "War-torn former Yugoslavia". Not the kind of place you'd expect to find a group of professional and dedicated Amiga programmers, but hey – like I said, what the hell do I know? And besides, where else would Black Legend Croatia be based?

Quite a few people have said, "The game looks like Sensible Soccer", and I suppose that from the graphics, it does. The programmer though, was basically doing a football game using small sprites, and when the sprites are as small as this, there aren't too many ways that you can change the way they look. All Black Legend wanted to do was make a football computer game that was as playable as possible. The programmer has never actually seen Sensible Soccer.



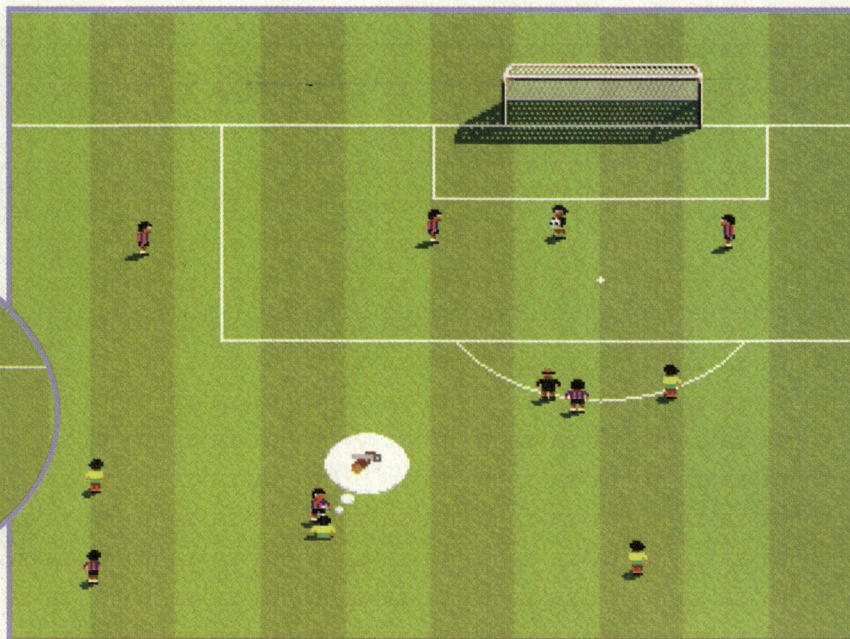
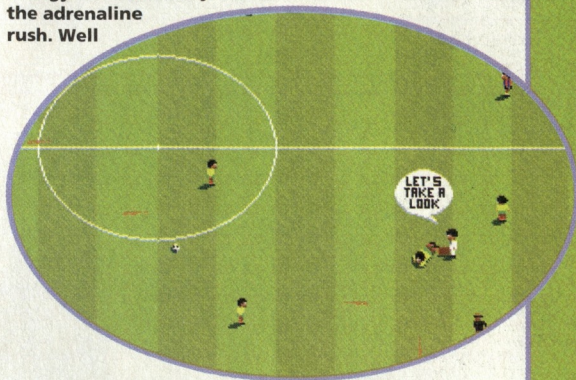
Black Legend Managing Director Richard Holmes was keen to talk about their game as opposed to any similarities it might bear to someone else's. "We most of all want to make Football Glory a game that people will enjoy 100% of the time. What we've seen the guys do with the game so far virtually assures that, but we also want to make sure people will actually enjoy watching."

Football



Black Legend Croatia consists, astonishingly, of around 40 programmers. Half a dozen of this group are working on the Football Glory project, and it is now very close indeed to completion. Now you wouldn't be entirely wrong if you said that Football Glory looked a smidgen like another quite well known football game – you wouldn't be wrong at all. But, all is not as it seems, and the programmers are confident that their game is sufficiently different.

The Power Attack will come into operation – infrequently – around the edge of the box. You know when you see someone on the telly get the ball in a really good position? They home in on goal with a burst of speed because they know that this is a real scoring chance. Even if they're knackered, an extra few ounces of energy are created by the adrenaline rush. Well



90°

Glory

Humour is set to play an important part in the game too. As well as an on-screen ref (okay, so that's not particularly humorous but bear with me), the trainer runs on and can be seen sponging down those weary legs, and if the situation is more serious, crews arrive and fling the Klinsmann clone onto a stretcher. Speech bubbles appear above the players' heads after a particularly nice piece of the play or the opposite, and the trainers will apparently have a word or two to say to players they feel are hamming it up.



One of the aspects still to be tweaked is the "stickiness" of the ball, ie how easy it is to dribble with. Free kicks and throw-ins differ from the norm in that the player has far more control (though not too much, everyone is keen to stress) over where the ball ends up. There's also more chance of finding someone's head since players are programmed to push up for the dead ball. Graham Taylor will no doubt be suitably impressed.



Anyone who's scored a really good goal in any football game will know that, considering it's nothing but a formation of moving pixels, it provides a greater thrill than perhaps it should. Realising what a bunch of sad losers we all are in this respect, the programmers have incorporated an excellent replay option whereby a large section of the pitch takes on a picture-in-picture mode. The action (any action you choose, for that matter) then unfolds in zoomed-in slow motion.

Everyone connected with Football Glory spent a good amount of time admiring the skills of the Brazilians during the World Cup, and many of the game's features reflect what they enjoyed most about the yellow-shirted shadows of their former selves. Richard says, "A feature I think people will particularly like is the Power Attack. It's just one of the realistic elements we've incorporated."

Project

Football Glory

Publisher

Black Legend

Team

Black Legend Croatia

Release

October

Inspected by

Paul

Skitchin'

Ocean have been doing some good business recently, picking up some Electronic Arts console games and converting them to the Amiga. *Jungle Strike*, *Mutant League Hockey* and *PGA European Tour* are all earmarked for Amiga releases soon, and news has just reached us of the impending launch of *Skitchin'*. Designed by the people responsible for the smash hit, *Road Rash*, *Skitchin'* is one of those bizarre sports that could only come from America. So, strap on your best pair of roller skates, put your baseball cap on backwards (ooh you fashion conscious people you) and read on...



Because cars to "Skitch" on to are relatively scarce, you will often find yourself sharing a bumper with another racer. This is obviously bad news, as you will both be travelling towards the finish line at the same speed. So, the sooner you can get rid of him, the better. This can be achieved by kicking or punching your opponents until they go flying off. Having said that, they'll be trying to do exactly the same to you, so you'd better kick and punch harder and faster than your rivals.

We haven't any idea what the soundtrack will be like at this stage, but assuming a certain similarity to the *Mega Drive*, it will probably take the form of a thrash metal affair. It was good on the Sega machine if you like that sort of thing, and there's no reason to believe that the Amiga version will be any different.



Sensi World

It's been a couple of months since there was any mention of the *Son of Sensi*, so we thought it was time we put the record straight. We had a big long chat with Jon Hare from Sensible Software, and he took us through the game as it is now.

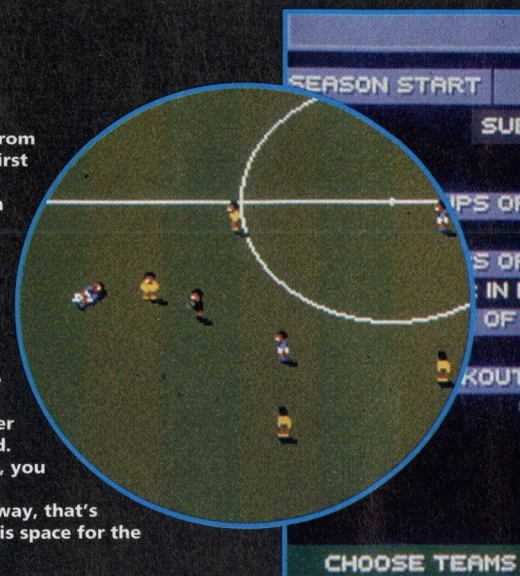
With a bit of luck we'll have an amazing full review in next month's issue, but for now we thought we'd whet your appetite by telling you how utterly brilliant the whole bloody caboodle is (excuse the word caboodle, it was a dare).

Well, it's utterly brilliant. As you probably

already know, you can be any team in the entire world. We played the game for a while as a team from the Australian Second

Division, before switching to one from France, and then into the English First Division.

The most satisfying career path can be achieved by choosing to start off as a crap little club, do very well, maybe move on to a big Premier League club, move abroad to manage Juventus, before being offered the international job at Ireland. Good eh? That's how advanced the game is. The action section (the game itself) is also apparently a lot harder too, so there's plus points all round. Of course, if you're a bit of a wimp, you can always leave the games to the computer and just watch 'em. Anyway, that's enough for now. Keep watching this space for the best review in the world!



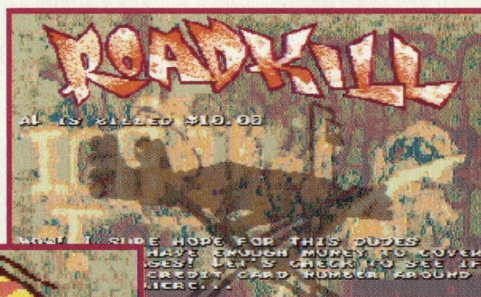


Skitchin'? That's a bit of a funny name isn't it? Well, in case you were wondering, it's a hybrid of Skating and Hitchin'. Still none the wiser? We're not really surprised. To explain a bit further, it is necessary to tell you that the whole thing involves donning a pair of roller skates, catching hold of the rear bumpers of cars and being dragged along.

Qualifying provides money, and the higher up you finish, the more cash you are awarded. This money will then have to be spent on buying better equipment. Better skates, knee pads, helmets and so on will all be available by the time the game is ready to be released. At the end of each race you are taken to see a dodgy character who will sell you stuff from the back of his van.



Skitchin' looks like it is just the type of game that will benefit from a conversion to the Amiga. There's no reason to believe that Ocean will skimp on anything, and as soon as we have some Amiga screenshots (these are Sega) we will let you see them. Skitchin' will be available in November for all Amigas.



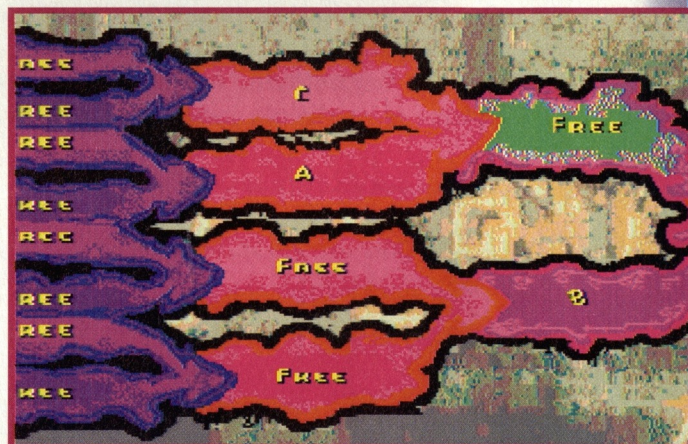
As with Road Rash, there is a real competitive edge between the riders. Everybody wants to finish as high up the rankings as possible, and they will go to any lengths to achieve their aims. Sometimes this can mean the difference between crossing the line as the winner, or ending up all bruised in a ditch at the side of the road somewhere.



The Mega Drive version was coded by the people responsible for the tremendously successful Road Rash. Skitchin' takes a similar sort of line and viewpoint, where the action is viewed from behind your nicely animated, roller-skating character. As cars approach, you must grab hold and "skitch away" to your heart's content.



Skitchin' involves travelling all over the USA, and to prove you are the best Skitcher you must qualify from a number of heats. These are held in different states, with each one getting progressively more difficult. To add excitement to the proceedings, it pays to remember that Skitchin' is totally illegal. Drivers aren't fond of people catching lifts.



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Project Skitchin'

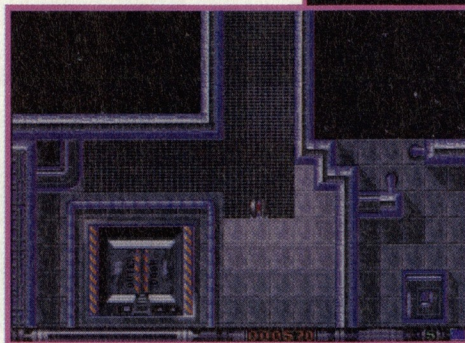
Publisher Ocean

Team In House

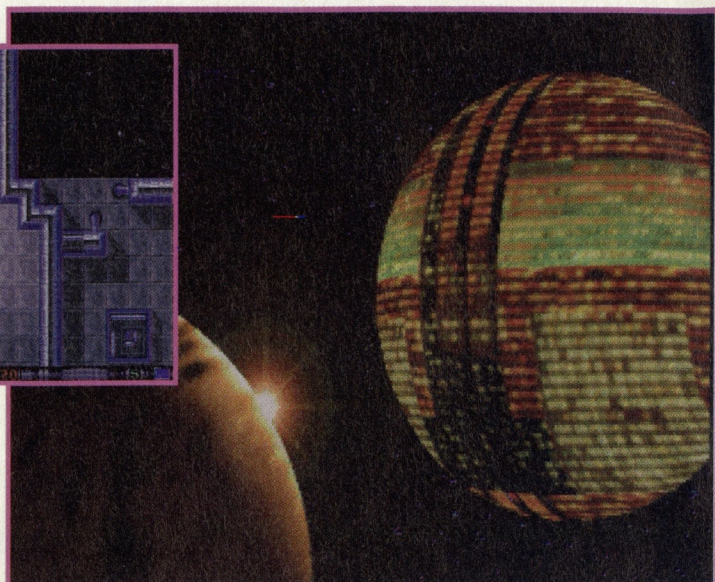
Release Nov '94

Inspected by Chicken

The sound effects in *Spherical Worlds* are extremely impressive. Right from the introductory tune to all the spot effects, the atmosphere continues to be created. There's some serious programming talent in Croatia, and apparently, Black Legend have got it all tied up. We should be able to look forward to some good projects in the near future as this union begins to flourish.



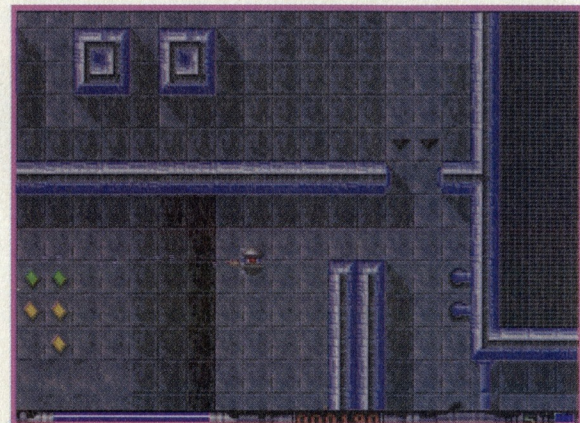
Spherical Worlds contains some very nice raytracing indeed. The introduction is impressive, and there are loads of rendered pictures throughout. These link the various sections of the game and also give you a welcome break from the action. Everything looks like it is coming together well, and this should be a product to be reckoned with later in the year.



Spherical Worlds

You take the role of a robot ball which has to land in some alien base and blast its way around. You will come under attack from a variety of other robots and androids. The base is a huge spherical world that bears a passing resemblance to that of *Alien Breed*. The main sprite is a lot smaller though, and to be honest, we think it could have been a bit stronger. Thankfully this doesn't detract from the game.

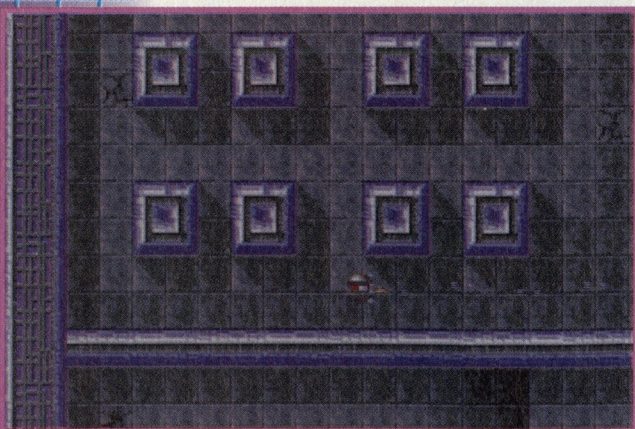
A few months back when Croatia was in the news for very different reasons, it would have been hard to imagine a group of programmers huddled around an Amiga, coding away. It did happen though and *Spherical Worlds* is one of the first games to come from this country. Black Legend have snapped it up, and are set to release the first few titles from the former Yugoslavia. With plenty more to follow, the future is certainly looking brighter...



Black Legend are a relatively new company, but they've tied up some talent and certainly have an impressive array of titles to release in the near future. Their Croatian arm have been beaver away at game after game, and several are now close to completion.

You may have already read about *Football Glory* elsewhere, well this *Alien Breed/Gauntlet* hybrid is from the same corner of the world. Watch out.

What's a shoot 'em-up without a good supply of weaponry to power-up with? *Spherical Worlds* contains enough juicy blasting action to keep everybody happy, and the weapons upgrades range from puny single shot things to atomic pulses that destroy all in their path with a single hit.



Project Spherical Worlds

Publisher Black Legend

Team Black Legend Croatia

Release November

Inspected by Chicken

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PART 3 We've had so many phone calls these last two months asking for help with Vulcan's excellent Valhalla that we thought it only fair to print the full solution to level four. In fact, here it is... let that put an end to all the questions

LEVEL 4 The Tower

Operate the floor tile next to the square where you begin the level and read the book about the level story. Pick up the match from the bottom of the room and light it on the grill. Operate the tap so the fire goes out and take the chicken leg. Insert this into the carnivore to open two chests. Take the record and the necklace.

Pick up the paper with "HELLO" written on it, pick up the warming pan, the phrase book and the paper with "GO TO SLEEP" written on it. Then operate the floor tile it was sat on and take the small coin. Put the record on the record player and pull the lever. A tap appears. Put the warming pan beneath the spout and operate the tap.

Put the lit match on the coals to relight the fire then put the full warming pan on the grill. This changes to a hot warming pan which you put on the bed to receive a sleep spell. Put the sleep spell on the table in front of the councillor. He goes to sleep and you are rewarded with a potion of voices so you can imitate the councillor.

Stand in front of the beastie by the door, drink the potion then look at the paper which says "GO TO SLEEP". The beastie thinks you're his master and obediently disappears. Put the small coin on the black paint and take the penny black. Put this on the stamp album and take the key to unlock the door. If you try to unlock the door while the beastie is there you will die for your trouble.

Travel up the passageway and avoid the open door. Instead pull the lever which allows you into the room on your left. In here notice the slave who apologises for stealing something. Take the pieces of paper with "YES" and "NO" written on them. Read the book about the councillors, walk to the far left of the room where one of the Bishop's hands is situated and operate the floor tile in the corner to find the dentures.

Go back to the first room and put the



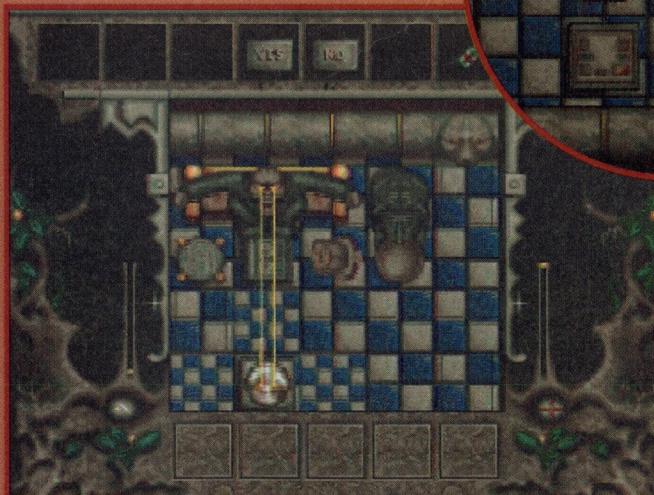
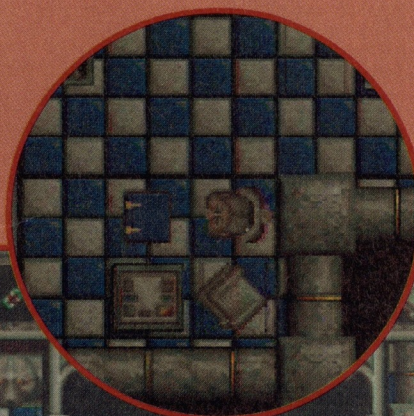
The tired old Prince would give anything for forty winks... the poor lamb

dentures in the glass by the bed. A lever appears which you pull to gain access to the room on the left. In here you find a Bishop's shrine, the Queen's shrine and the Psychic's shrine. You can leave the picture of the Prince and his father. It is a red herring for a conversation you can have later with one of the councillors that will lead nowhere.

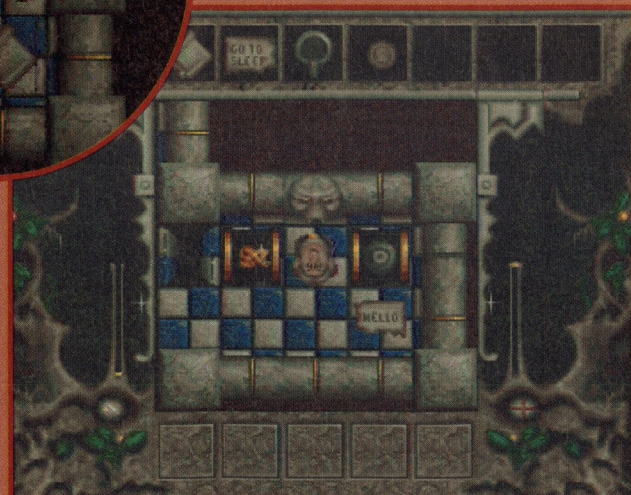
Put the candle on the Bishop's shrine and the book with the cross on the front that you found in the first room. Operate the floor tile by the Queen's shrine and take the coin.

Travel back to the room where the guilty slave lives and insert the coin in the telephone. A voice says "hello". Look at your piece of paper that also says "HELLO" to answer the voice and the two chests open to reveal the Bishop's staff and the piece of paper that says "I WANT A SUMMONS".

Go up to the door at the top of the

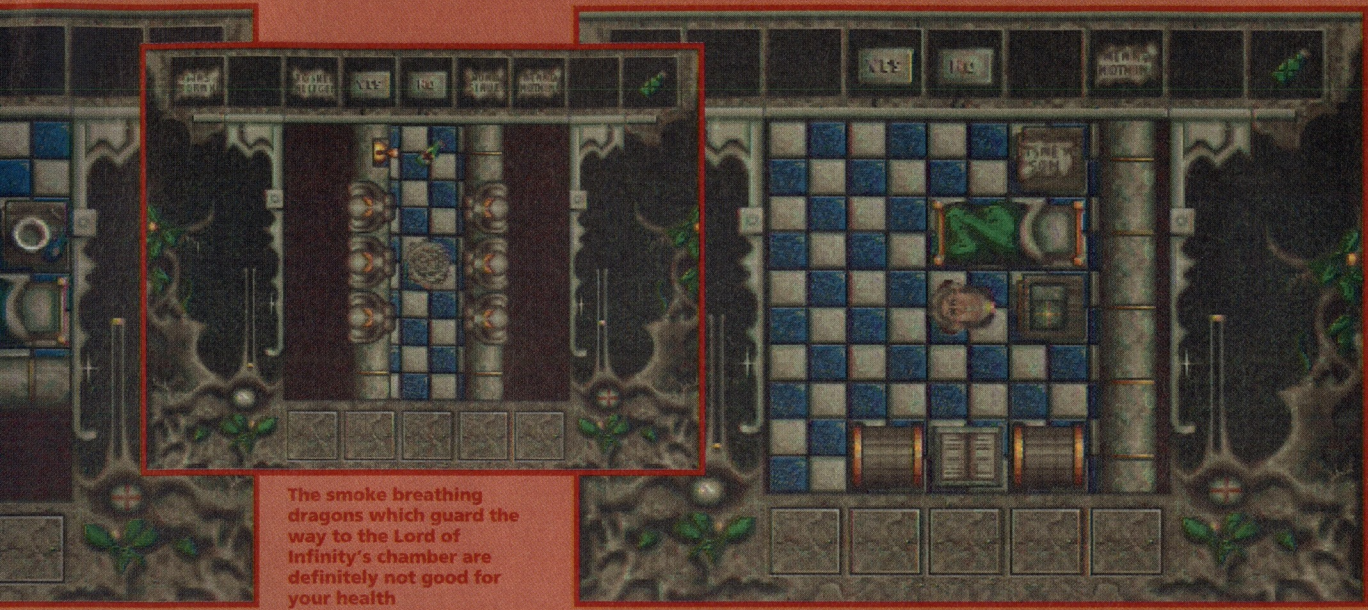


When the Lord discovers your identity he goes off his head. Fortunately the Prince has managed to trick him with a nifty tape recorder ruse, and the end is nigh for the evil one



The carnivore says "hello" and coughs up a necklace and a No. 1 single. The phrase is used later with the telephone, the necklace with the jewellery box and the single with the gramophone

Away



The smoke breathing dragons which guard the way to the Lord of Infinity's chamber are definitely not good for your health

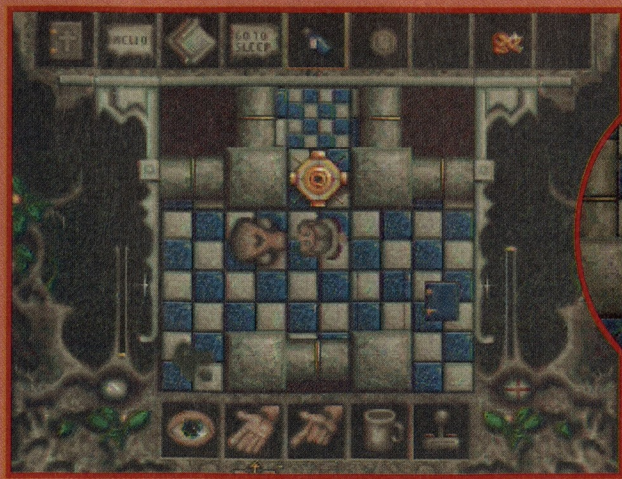
You've almost made it now. The spell book and the tarot card are amongst the last puzzle clues in the game. The Lord of Infinity's days are numbered

passageway, picking up the flower on the way, pull the lever to open the door then go inside. This is the Councillors' chamber. Pick up the piece of paper that says "YOU ARE FORGIVEN" and put the Bishop's staff on the Bishop's other hand to get the bell, the third object for the Bishop's shrine. You should now have the Bishop's ring which you place on the Bishop's hand in the room where you found the dentures. It disappears and in its place appears a potion of voices to allow you to imitate the kindly old member of the cloth.

Stand opposite the slave, drink the potion and look at the piece of paper that says "YOU ARE FORGIVEN". The slave produces the shredding machine which he stole and you can put the phrase book on here to shred it into several pieces of paper with phrases written on them.

Walk up to the Councillors' chamber and look at the councillor that is awake. He asks you who you are so reply using the piece of paper in your inventory that says "THE GARDENER". When he asks you to prove it put the flower on the table in front of him and it will change into a blob

The Beastie by the door takes some getting past, the nasty bugger



of glue. The councillor goes to sleep and another councillor wakes up. Look at him and he asks you what you want. Answer him using the piece of paper that says "TO SEE THE LORD". He then asks you to show him a summons. You can now venture through the open door. It will lock behind you.

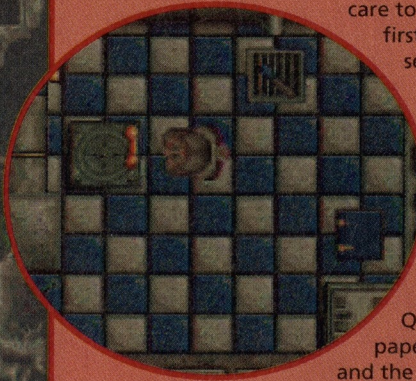
The key that jumps between the two beds each time you try to take it can be salvaged by dropping the glue onto the table between the beds. This will allow you to get out of the room. Operate the floor tile and take the potion of lightfeet. Put the necklace in the jewellery box, take the Queen's crown and grab the pawn from the bed.



The unfortunate Bishop appears to have been blessed with a pair of ludicrously oversized hands... and a pair of false teeth

Put the pawn on the chessboard in the Councillors' chamber where it is exchanged for the Queen's chess piece. Put this on her bed to glean the second phrase book. Drop this into the shredding machine taking care to remove all the pieces from the first phrase book first, and take several more pieces of paper, one of which says "IT'S ME YOUR SON".

Put the Queen's crown on her shrine and she will ask you who you are. Put the piece of paper which says "IT'S ME YOUR SON" on her shrine and then look at it. This will change into another potion of voices which allows you to imitate the Queen. Making sure you have the paper which says "THE GARDENER" and the paper that says "I WANT A SUMMONS", go into the Queen's room and face her secretary. Drink the potion of



Vainalla

GIVING THE GAME

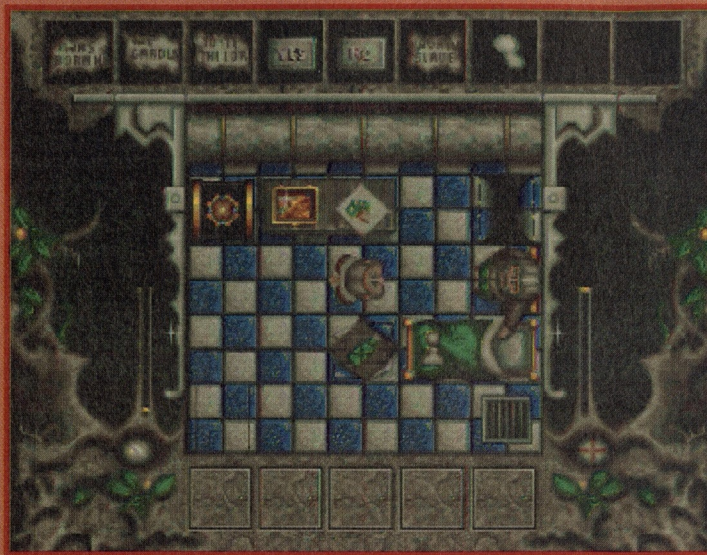
Valhalla

voices and look at the paper that says "I WANT A SUMMONS". The Queen's secretary asks who it's for so tell him it's for the gardener. He miraculously produces a summons which you drop in front of the councillor to be replaced by a large scary looking door key.

Before you brave the passageway filled with smoke breathing dragons, make sure your stamina is at its fullest level. At the top of the passageway pull the lever and enter the Lord of Infinity's chamber. The door locks behind you.

Pick up the caterpillar then stand on the plinth in front of the Lord and look at his face. He asks who you are so you tell him you are a humble slave. When he asks you what you want tell him you want to swear allegiance, and when he asks where you are from tell him you were born here. Then he asks you to bring him food and gives you the key to his bedroom. Put the caterpillar on the lettuce leaf to reveal a floor tile, operate this and take the bone. In his bedroom find a tarot card and another piece of paper that says "IT'S ME YOUR SON".

Give the bone to one of Infinity's dogs and take the door key to get back out. Make sure your stamina is topped up. Put the tarot card on the Psychic's shrine and take the crystal ball. Put this on the black

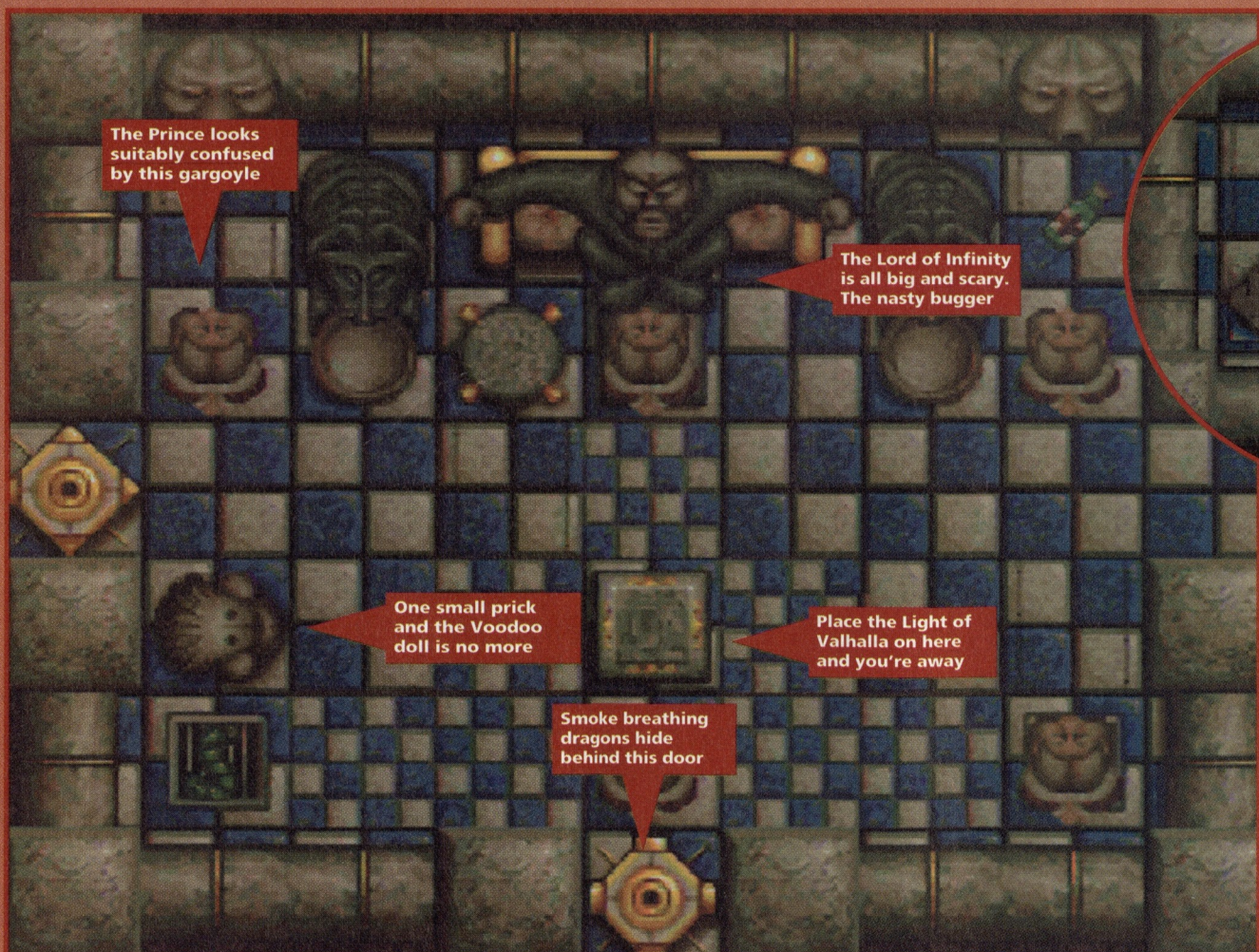


The Queen's secretary has spent too long in the company of women and has a manner somewhat reminiscent of Christopher Biggins

silk to get into the two chests. Inside these you'll find a thimble and a spell potion. Put the thimble on the tapestry in the Queen's bedroom, and it will be exchanged for a needle.

Travel back up the passageway to Infinity's bedroom, drink the spell potion and look at the spell book. The chests

open revealing Infinity's diary and a loaf of bread. Give the bread to the Lord of Infinity who then asks you if you are loyal. Say "YES". Then he asks you if you have heard of the Prince of Valhalla. Say "YES" once more. When he asks you if you have seen him, say "NO", and when he tells you he has heard rumours tell him you've



The Prince looks suitably confused by this gargyle

The Lord of Infinity is all big and scary. The nasty bugger

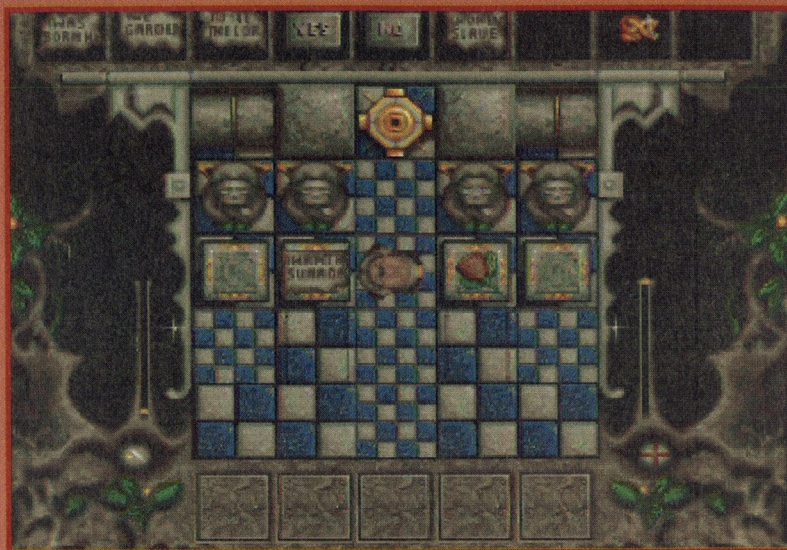
One small prick and the Voodoo doll is no more

Place the Light of Valhalla on here and you're away

Smoke breathing dragons hide behind this door



The slave feels so guilty about stealing the paper shredder that he is only too willing to help you out



If you tell the councillor that you are the gardener he will ask you for a flower as proof of your identity. Not the most stringent identity check, but there you go

heard nothing. At this point he will ask you for his night-cap and hand you his chalice.

Before you go and concoct his favourite drink, insert the needle into the voodoo doll, walk through the door, turn right and stand in front of the lever. You are now inside the maze where the King's crown is hidden. Each time you try and pull a lever you will fall through the floor so save the game, drink the potion of lightfeet and don't waste any time.

One false move and you will run out of potion before you reach the crown.

When you have retrieved the crown retrace your

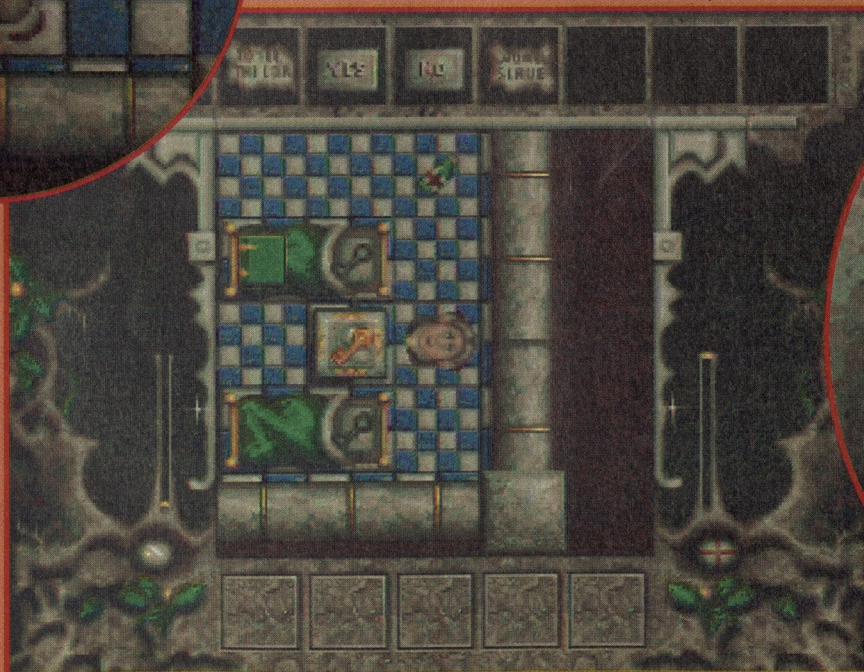
steps to the Queen's bedroom where the King's shrine is situated. Put the crown on the shrine and when the King asks who you are put the piece of paper that says "IT'S ME YOUR SON" on the shrine and look at it. The paper disappears and in its place you'll see the Light of Valhalla enclosed in its glass case. Now you have your deadly weapon, fill Infinity's chalice from the tap in the Councillors' chamber and top it up using the tap in Infinity's bedroom. Then stand on the plinth and give it to Infinity.

After he has taken his favourite brew he places a staff on his table and says "I know you don't I?". Say "YES", but when he demands to know who you are don't answer him or you will die. Instead, take the staff and return to his bedroom where you may have noticed a chasm. Use the

staff to get to the other side then pick up the tape recorder. When you operate this a voice says "THE PRINCE OF VALHALLA". Put the tape recorder on the plinth in front of the Lord of Infinity then place the Light of Valhalla in its glass case on the altar in the middle of the room. Operate the tape recorder.

In his fury the Lord of Infinity radiates lasers from his eyes and in doing so destroys the glass case containing the Light of Valhalla. Grab this and insert it viciously into the evil Lord's chest. He screams and wails and disappears forever... well for a little while at least.

The sequel to Valhalla is already in the pipeline, and the kind chap and chappess at Vulcan are, as we speak, busy beavering away to bring us lonely souls even more speech-filled adventuring antics. Hurrah!



Once you have the blob of glue, the key is yours for the taking. Just like this



The Bishop's shrine had us all stumped for quite a while, I can tell you

Valhalla

Monkey Island 2

Once again the mighty Action panders to its readers' every whim. "Do more solutions to older games", you begged. Well, space is of the essence and we struggle in the main, but hey – if you want, we deliver. Usually. So here it is, again! Monkey Island 2 sorted out.

PART 1 The Largo Embargo

Enter Woodtick and get accosted by Largo Lagrande. There is no way to avoid this, so don't even bother trying. Now go to the swamp and look at the coffin. Use it to row to the shack at the far right end of the scrolling swamp and, once inside, look at the skulls and pick up the string. Find the voodoo lady and talk to her before leaving the hut.

Go back to Woodtick and pick up the sign near the bridge (to get the spade) and go to the laundry ship. Take the bucket (near the three pirates) and walk to the bar ship, but don't go in. Instead click on one of the three windows to the rear and enter the kitchen. Take the knife and exit via the window.

Go to the hotel ship and use the knife on the rope tethering the alligator. This fearsome beast will consequently make a break for freedom and be chased by the innkeeper. Look at the bowl and take the cheese squiggles before entering Largo's room and taking the wig.

Now go to the cartographer's ship, talk to him and take the blank paper. Go to the bar ship and talk to the bartender about Largo. He will then make his entrance and

spit on the wall. As soon as he's left, use the paper to wipe up the spit.

Walk to the swamp and use it to fill the bucket with slime. Go back to Largo's room, close the door and put the bucket on top of it. Hide behind the dressing screen, watch Largo get covered in mud and follow him to the laundry ship. Have a chat with him, then go back to his room. Close the door and take the claim ticket from the back of the door. Go back to the laundry ship and give the claim ticket to Marty.

Walk to the cemetery and go to the graves. Find Marcus Largo's tombstone and

use the shovel on his grave. Go back to the voodoo lady and give her the spit, the wig, the piece of Largo's laundry and the remains of Largo's ancestor. She'll make you a voodoo doll. Go to Largo's room and use the pins on the doll before Largo can throw you out.

After having LeChuck's living beard taken from you, have another chat to the voodoo lady and read the book on the Big Whoop. Now go to the bench and pick up the stick before going to the laundry ship and opening the small box. Use the stick with the box to prop it open. Now use the string on the stick and use the cheese squiggles on the box. When the rat starts eating, pull the string. Then open the box and take the startled rat.

Go to the kitchen and use the rat on the pot. Then go to the bartender and ask him how the stew is. He'll then fire the cook and you should go up on deck. Read the 'help wanted' sign, go back to the bartender and ask him about getting a job. Agree to work for him and take the 420 gold pieces. Leave the kitchen via the window and re-enter the bar to get fired (you'll get to keep the money).

Walk to the cartographer's ship and



Row to shack





grab the monocle when Wally rubs his eye. Now walk to the peninsula and talk to Captain Dread. Give him the monocle and charter his ship. Choose Booty Island on the map, and once aboard the ship, pick up the parrot seed and enter the cabin.

PART 2 The Four Map Pieces

On Booty Island talk to the old man and find out his name. Walk to the antique shop and buy the pen, the ships horn and the polished old saw. Walk up to Captain Kate and take a leaflet. Now walk to the spitting contest and approach the flags that mark 1st, 2nd and 3rd. Use the horn, and when the Spitmaster walks off, pick up the flags.

Having done this, you can return to the Jolly Rasta and sail to Phatt. You'll get arrested no matter what you say, and once in jail you should push the mattress and pick up the stick. Use the stick on the leg bone of the skeleton in the neighbouring cell. Give the bone to the dog, take the keys and open the door.

Take a look at the envelopes on the shelf and take and open them both. Walk to the library and look up disasters in the card file. When filling out your library card, make sure you give your age as 21 (the legal drinking age). Now take out any book except 'The Joy of Hex' and walk to the miniature lighthouse near the door. Open it and take the lens.

Walk to the alley closest to the Jolly Rasta, and watch the guy gambling. Follow him, then knock on the door and ask for the next number. Count the number of fingers he holds up when he says, "If this is...", and give your reply when he asks, "How many is this...?"

Go and gamble, and when you win, ask for the invitation. Repeat this winning strategy until you have all three prizes, then walk to the Governor's mansion. Tell the guard there's a fire in the kitchen, then run upstairs. Use the book from the library on the book on the bed.

Return to Scabb and watch Kate get arrested. Go to the bar ship and order a blue whale and Yellowbeard's baby. Use



the blue drink on the yellow drink to make a green spit-thickener, and use the banana from the envelope on the metronome before picking up the Jojo. Go to the laundry and saw the peg-leg off the sleeping pirate. Now go to the woodsmith's shop and he won't be there. Take the hammer and the nails.

Go to Booty, to Stan's Previously Owned Coffins, and ask about buying one. Ask him to sit in it, then close the coffin lid and use the nails on it. Grab the crypt key and use the hammer on the cash register. Go to the contest and have a go, but use the straw on the green drink first. Use different combinations of spitting terms until you win and then go to the antique dealer and ask about the map. He'll now say that he might trade it for the figurehead of the Mad Monkey. Sell him the spitting plaque and tell him it's the spit of the killer of LeChuck. He'll give you 6000 pieces of eight for it.

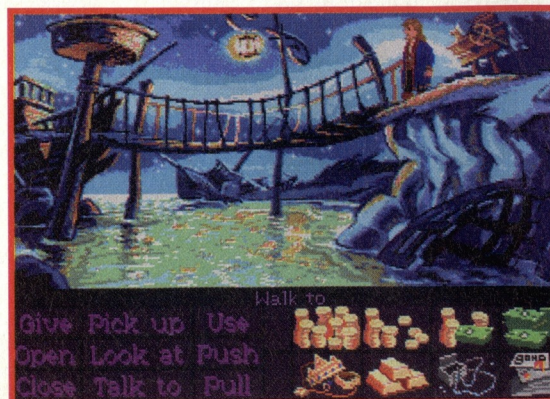
Now look at the book on disasters and find the co-ordinates of the Mad Monkey (write them down). Go to Phatt, then go to the jail and take the envelope from the shelf before freeing Kate. Go back to Booty and charter Kate's boat. Once you're there, dive in and pick up the figurehead. Then pull the anchor. Go to the antique dealer and swap the figurehead for the map.

Go to the costume shop and show the man your invitation to the Mardi Gras. He'll give you a costume. Walk to Governor Marley's mansion and show your ticket to the guard before walking to the mansion. Push the trashcans over and let the cook chase you around the house twice. When you have a good enough lead on him, open the door near the trashcans and enter. Now it's time to pick up the fish and leave.



Walk to the front of the mansion and pick up the dog. Go to Phatt and walk to the pier. Make a bet with the kid and win it by giving him the fish. He'll lie about his catch, so make him show it. Now he'll give you his fishing pole. Go to the waterfall and walk to the top of it. Use Jojo on the pump and walk down and enter the tunnel. Once at the cottage, open Kate's jail envelope (you'll now have some near grog). Go inside and demand the map.

When you are given your mug, use it on the tree. Use the mug with the near grog and when the man has passed out, open the window to the left of the door. Go to Booty, then go to the mansion and



Monkey Island 2

Monkey Island 2



Sorry, is this your bucket?
Do you think you could let me have this bucket?
OK.



enter. Walk upstairs, take the oar above Elaine's bed and leave for the big tree. Pick up the plank and use it on the hole farthest left. Walk on top of it and use the oar in the next hole. Walk to the oar and watch the dream (make sure Guybrush writes down the lyrics).

Then, once you've awoken, pick up the pieces and take them to the woodsmith on Scabb. Give the pieces to him and he'll fix them. Go to the cliff on Booty and use the fishing pole on the map piece. A bird will steal it and take it to the big tree. Now go to the big tree and walk to the plank. Pick up the oar, which should be stuck in one of the holes. Guybrush should eventually cotton on and do this automatically. Once at the top, go to the furthest little building and pick up the telescope. Go to the closest hut and walk to the door. Look at the maps and use the dog on them. Now you have another map piece.

Go to the antique store and use the parrot seed on the hook where the sign used to be. Buy the mirror, go to the cottage on Phatt and enter it. Use the mirror on the mirror frame, exit and use the telescope on the monkey statue in front of the cottage. Take note of which brick the light strikes and then go inside. Get the mirror and push the brick that the light hit. Take the map piece from the skeleton and leave for Scabb.

Go to the cemetery and open the crypt. Once inside, look at the coffins and look at

the book of famous quotations. Match Rapscllion's quote with the coffin's inscription, and open it. Take the ashes, go to the voodoo lady and look at all the bottles. When you find Ash-2-Life pick it up. The voodoo lady will ask you for some ashes so she can whip up the proper potion. Get the Ash-2-Life from her and go back to the crypt. Use the Ash-2-Life on the ashes, offer to turn off the gas at the Weenie hut and go to the beach and open the hut. Turn off the gas and return to the crypt. Use Ash-2-Life on Rapscllion and he'll give you the map. Now you have all four pieces.

Go to the cartographer, give him the lens from the lighthouse and the map pieces. Go to the voodoo lady for him (to get the love bomb), then go back to Wally. Look at the writing on the table and open the bag marked Juju. Go back to the swamp and jump in the box.

PART 3 LeChuck's Fortress

Once you enter LeChuck's fortress, walk along the path to the right and keep walking right (through the front tunnel and NOT the back tunnel) until you get to the dungeon. Talk to Wally then go to all the signs. Look at the spit encrusted paper and write down the lyrics of each verse. Now enter the back tunnel through the right side and look at the first verse (it's possible that what's said may differ between versions, but look out for something along the lines of 'arm connected to head, head connected to rib, rib to leg').

If you look at the first three parts of the verse in order, they should read: arm, head, rib. Find a statue that matches that description (ie, arms at top, head in the middle and rib on the bottom), push it and walk into it. Do the same for the next three verses.

Eventually you should end up at a huge door. Open it and take a stroll

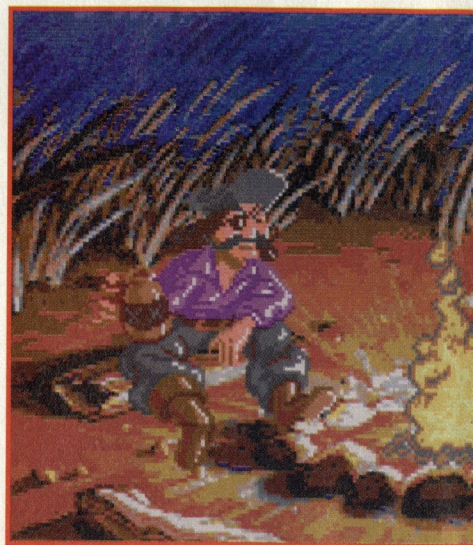


through. Get the key, where upon you will be captured by LeChuck and horribly tortured. Now use the crazy straw on the green drink and spit once towards the pan at the bottom, and twice at the shield on the right hand wall. By now the spit should have extinguished the flame. If not, try spitting elsewhere. For a laugh, just wait for a while and do absolutely nothing. Open the Juju bag to discover a box of matches. Now light a match.

PART 4 Dinky Island

The explosion of LeChuck's fortress will catapult you to Dinky Island, an area never before explored by Guybrush in either adventure. Once there, look at the welcome sign.

Go to the still, pick up the martini glass, use it with the ocean to fill it with salt water and then use it on the still to purify the water. Open the barrel and get the cracker. Talk to Herman, but don't bother to answer his questions. Give the cracker to



Away

the parrot (he'll give you the first direction). Take the bottle from the water and pick up the crowbar which can be found near the barrel and crates. Now enter the jungle.

Find the pond and pick up the rope (it's loosely tied around the box). Open the box with the assistance of the crowbar, and take the dynamite from inside. Find the tree with the bag hanging from it, use the bottle on the tree and use the newly broken bottle on the bag. Pick up the box of cracker mix and use the glass containing the distilled water on the mix. Go to where the parrot said (head east from the pond to the dinosaur). If you get lost and stumble across a public telephone, pick up the receiver for a little communication device fun.

When you've found the sculptured dinosaur, give the parrot another cracker and note his directions (head north to the pile of stones).

At the pile of stones, give the parrot your final cracker and take down, memorise, or simply read what's in the following brackets (head due east from the rocks to the X).

Do exactly as the parrot says and you should eventually stumble upon the X.



How's business?
Grog, please.
Wanna see my spear?
Nice place you have here. Well, see ya.

Use the shovel on the X. Now use your final match on the unlit dynamite, and throw the lit explosive into the hole. After a few dramatics you'll find yourself in a large crater (just like you were at the start of the game).

Use the crowbar on the rope and use the rope on the twisted metal at the top of the hole. Now Governor Marley will appear, but the rope will snap.

Once you hit the ground, find the light

switch just to the right of the very middle of the screen. Use the switch to illuminate the screen. LeChuck will appear and try to banish you with a voodoo doll. When you reappear, LeChuck will try again. When he stops doing it so frequently, go to the storeroom and get a bottle of root beer, a kewpie doll and a balloon.

Now go to the first aid room and take dad's head. Open the door and take the syringe. Then examine the waste paper basket to discover a pair of gloves. Find the room with the grog machine and use the balloon and gloves on the helium tank. Then use the coin return slot on the grog machine.

Now wait, and when LeChuck comes into the room, he'll bend over to grab the penny. Quickly pick up LeChuck. This will cause Guybrush to take his underwear.

Make your way to the elevator, press the CALL button, go into the elevator and use it a couple of times. Eventually LeChuck should appear at the lower level. When the doors open he will try to use the doll on you.

Just use the lever and his beard will get caught in the closing doors. When the doors open again, get the beard. After having explored the ever familiar side



street, go back down to the lower level and look for LeChuck. When you find him you must quickly give him the clean white hanky that Stan gave you. He'll use it, give it back to you and zap you.

When you reappear, try to use dad's skull, the hanky, the doll, the underwear and the beard scraps in the Juju bag. Now you'll have a voodoo doll that's absolutely pulsating with power.

Find LeChuck and use the hypodermic needle on the doll. LeChuck will leave, so follow him and use it again. When you rip off the doll's leg you win.

Congratulations, Monkey Island II will trouble you no more.

We're always grateful for solutions and tips from our lovely readers, and games are always on offer for people who take the time out to write to us. So, get solving!



Monkey Island 2



"I can't take it anymore!"



Giving The Game

Small Tips

Smaller Tips

In the Utopian ideal that once was Amiga Action, we'd bring you these tips as a result of weeks of hard toil. But it works out easier if everyone else does the work and we just type them in. We're not daft

Impossible Mission 2025

Damian Knight from Kendal likes his level codes, and will not be denied them. Unfortunately, everything apart from these were dead old [doesn't usually stop you - cynical ex-reader].

Level 1

ETQFJXXD
EXQEJXDC

Level 2

FBQDDXRE
FFQCVXIA
FJQCHXOM

Level 3

FNQAYXHI
FRQYCXVL (last letter might be an 'I')
FUQTBXQE

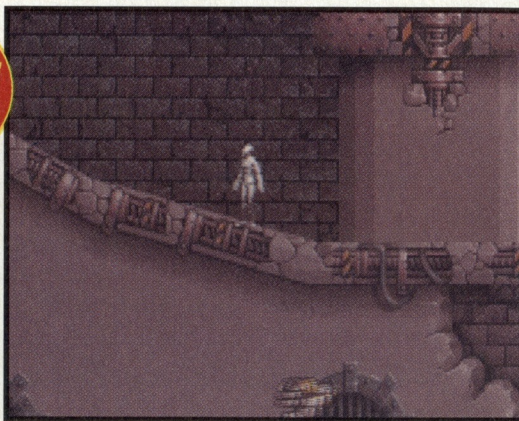
Level 4

FYQQPXEF
GCQCRXWB
GGQKTXVF

Level 5

GKQJYXDI
GOQJFXBK
GSQFDXZA

**SOFTWARE
WINNER**
Heimdall 2



Sierra Soccer

Two cheats for this. One from Simeon College [name or education establishment?] and another from a mystery woman who claims to be a friend of the programmer. Bizarre...

Okay, if it comes to past penalties is to decide your fate, press [C], [F2] and then fire when goalkeeping. According to Simeon, and we quote, "a wall should appear and you'll never let in any goals." Should? Should? Have you not tested it man?

And now to the mystery caller. When you're playing a friendly (it must be a friendly), press [X] at the team selection, or flag screen. The screen will flash and the match will be played on a blue plastic pitch. The ball will bounce higher and everything will generally be quicker. What do we say? Blimey, that's what.

ADDAMS FAMILY

Various codes for starting points.
81Y1M - 3 hearts
V1514 - Pugsley
V919B - Fester

ALIEN BREED '92

Level codes.
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2

More level codes.
2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.
1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BOBS BAD DAY

Selected level codes.
10 - XCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIIVNJ
50 - NDPKKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQPVR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX

Level codes
2 - T1QKPF?CMG
3 - PXMYGFW7D
4 - 913XPD1LZ5
5 - 12!FX75RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.
WORLD TWO - GVVCHSDMS7#N
WORLD THREE - V35076X6S7WH
WORLD FOUR - 6UCDXU2557V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC

Level codes.
2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK

Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS

HALL

Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes.
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL
23 - ORDER
24 - SODOM

HUMANS

Selected level codes.
10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA MOON
45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS: JURASSIC LEVELS

More of the same.
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

JIMMY WHITE'S SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes.
2 - WHOAMAMA
3 - FLANDERS
4 - BROCKMAN
5 - SIDESHOW

LETHAL WEAPON
Mission codes.
1 - KSIIF
2 - EGYOIR
3 - FLRSKB
4 - EUOASF
Key cheats. Press [ALT] and then...
Y-I - No sprite collision
Y-L - Extra lives
Y-K - Extra ammo
Y-Q - End sequence
Y-(1 to 0) - Various

LIONHEART

At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdun into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS

Level codes.
2 - STRT
3 - TLPT
4 - GRND
5 - LLMO
6 - FLOT
7 - TRSS
8 - PRHS
9 - CVRN
10 - BBL5
11 - VLNCN
12 - QCKS
13 - PHRO
14 - CIRO
15 - SPKS

LOTUS 3

Selected course codes
Easy:
UVQSNPBCM-60
HSYWYSKGC-50
Medium:
NSSSXXXS-60
OUNDEFACG-99
Hard:
MFFSRPYDU-60
AFZYBQJCT-70
SKGYXXXXX-57
WJMEGEQ-60

MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.
RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO - Away x 2, fire. RIPS HEART OFF.
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO - Towards, down, towards, fire. RIPS HEAD OFF.
JOHNNY CAGE - Towards x 3, fire. PUNCHES HEAD OFF.
SCORPION - Down x 2, fire. FLAME THROWER.
LIU KANG - Down, away, towards, down. SCISSORS KICK.

Also for Mortal Kombat, type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

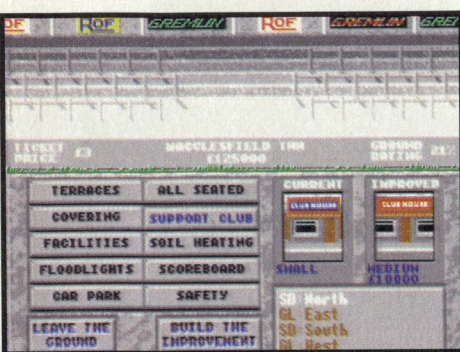
And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

Premier Manager 2

Bit of a team talk here from Alex Williamson of Worminghall, Bucks.

The best tactics are long ball style football – especially when used with a 4-3-3 or 5-2-3 formation, and there are some good ways of saving or gaining money too.

1. Start ground improvements in the last week of the season so that you don't lose too much in terms of attendance. All the improvements should have been completed by the beginning of the next season.
2. Employ a youth team scout who will find about three or four players a season. These players can be sold for a fair amount of cash so it's definitely worth doing [Paul note: Actually, it's better to keep these young players because they very often gain a high skill rating after a few seasons].



Tactical Manager

Samuel Worsthorpe from Thame is a bit special at Black Legend's slightly complicated footy management sim, and here's the proof.

Type in CODE on the menu screen to activate the cheat mode, then type EDIT to enable yourself to completely edit the game's features. Also, by typing PROM you can check on all of the previous season's ups and downs, but this seems a bit on the bland side to us frankly.

Frontier

Peter Ratcliff from Gosforth has been kind enough to give us a handy hint for Gametek's space vast'em-up

When entering into combat with another ship, select an external viewpoint and press [F10] to make sure that, even if your quarry is beyond your view, you will still get its registration number. Click on the ship when you have found it and return to front view mode. Then click on the autopilot. The gun turret will from then on be pointed at your enemy's ship and this will leave you free to fire missiles and guns. Hmmm...



Small Tips

Smaller Tips

NICKY BOOM

Level codes:
2 - KRATTY
3 - MIRTES
4 - ARRAX
5 - JANIR
6 - TRINOS
7 - SIXAN

NICKY 2

What does it look like, strawberry jam?

2 - DRAKO
3 - ATIKH
4 - FIRAM
5 - LURNA
6 - PALET
7 - MIURA
8 - SLORY

PINBALL FANTASIES

Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER

Telephone number cheats.
250967 - Sets all tackling to 99
000123 - Sets all passing to 99
220769 - Sets all shooting to 99
781560 - Mega cheat!
Sets all skills to 99, plus £20 million.
753423 - Sets goalie skill to 99
061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER

Selected level codes.
10 - 07680
20 - 15362
30 - 08718
40 - 30734
50 - 22046
60 - 17470
70 - 19071
80 - 28927
90 - 28671
100 - 44543

RAINBOW ISLANDS

Type in quickly on the title screen...

BLRB55BJ - Permanent first shoes
RJSBJSBR - Permanent double rainbows
SSSLRRS - Permanent fast rainbows
RRLLBBJS - Hidden food becomes money bags
SRBJSLSB - 1,000,000 points bonus (Woooooo)

ROBOCOP 3

To skip levels type THE DIDDY MEN with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

RODLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS

Level codes:
2 - STATION
3 - UNITY
4 - WAVE
5 - EXPORT
6 - OPTION
7 - RECORD
8 - SCALE
9 - SIGN
10 - ACRON
11 - CHOPPER
12 - GATE

13 - ISLAND

14 - LEGION
15 - PICE
16 - RIVAL
17 - SAVAGE
18 - XAVER
19 - BLADE
20 - BEACON
21 - PASTURE
22 - OMNUS
23 - TRIBUTE
24 - FOUNTAIN
25 - CHUDE
26 - TRAILER
27 - CANYON
28 - REPRESS
29 - YOKI
30 - PASSIVE

SIM CITY

Hold down [SHIFT] and type FUND for an extra \$10,000. This can be repeated but too many times will cause an earthquake.

SINK OR SWIM

Level codes, what else?

2 - BISHOPMOVE
3 - PATSY4KERMIT
4 - HOWNOWPOWWOW
5 - RINGWORLD
6 - TROUGHTON
7 - REDPLANET
8 - MEGALITHIC
9 - MYBREAKFAST
10 - TINYBOPPERS
11 - LOCKSALORDY
12 - HALOWEENVII
13 - NEWMODELARMY
14 - TIMEPIECE
15 - LARRYNIVEN
16 - KILLERWHALE
17 - BLUEHORIZON

SLEEPWALKER

Type in DINGADINGDANGMYDA NGALONGLINGO, then in the main game press [RETURN] for a level skip and [TAB] to be given nine lives.

STARDUST

Level codes.

2 - CCSAQAAAALOO
3 - DD5AQASANMN
4 - EDSAQAQTANKM

SUPERFROG

Level codes (even though everyone on the planet must already have them as they have sent them in already)

World One:

234644

447464

747822

World Two:

392822

446364

984448

477444

World Three:

343522

882311

992334

091332

World Four:

467464

818234

182394

298383

World Five:

452234

984841

383772

093152

World Six:

387211

981122

017632

398112

Alternatively, you can press [F10] whilst still playing for invincibility, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2

To skip levels, pause the game, press [F1] to [F10], press fire, and then press [ESC].

TITUS THE FOX

Level codes.

2 - 2845
3 - 3559
4 - 1015
5 - 1933
6 - 0738
7 - 2665
8 - 5648
9 - 1331
10 - 1802
11 - 0791
12 - 1350
13 - 2290
14 - 5052
15 - 2045
16 - 2578

TRODDLERS

Selected level codes.

5 - CLEAROUT
10 - CROSSED
15 - FIVEROWS
20 - HELPMEOU
25 - UPANDDOWN
30 - GOFORHEART
35 - SLIPNSLIDE
40 - FIRSTGUNS
45 - RUNAROUND
50 - HACKBACK
55 - CLOSEUP
60 - LOOSEM
65 - ROCKBLAST
70 - FIRSTFIRE
75 - MOREFUN
80 - RAINDROPS
85 - SOLOMAN
90 - NODELAY
95 - FALLOUT
96 - COLOURUN
97 - AUTOFIRE
98 - SWEATHEART
99 - HEAVYDUTY

WALKER

At the beginning of the second level, type EAT LEAD MUDDY FUNSTER before moving.

WIZ 'N' LIZ

Mix the vegetables for the following spell combinations.

Cherry+cherry = Bonus room

Potato+cherry = Mine

Land skipped

Mushroom+cabbage =

Bonus room

Mango+lemon = 75

stars

Carrot+carrot = Bonus

room

Lemon+strawberry =

Bonus room

Avocado+orange =

10,000 points

Mushroom+onion = 50

seconds extra time

WONDERDOG

Passwords (codes?)

2 - LEMONADE

3 - PHARMACY

4 - ULTIMATE

5 - DANIELLE

6 - LUCOZADE

WOODY'S WORLD

Level codes.

Steam Castle -

AHJBEAEA

Fishy Castle -

MODNAAOG

Lava Castle - OKDNFAPK

Checker Castle -

MPDMGAMF

Cog Castle - MKDNCAIK

Conveyor Belts -

OIHMOACO

ZOOL

For a level skip, key in GOLDFISH on the title screen, then in the game press F-keys 1-6.

ZOOL 2

SESAME Start on level 1

RONSON Start on level 2

FUNKYTUT level 3

HISSTERIA level 4

VISION 20 lives

OLDENEMY Stops the

clock

ALCENTO - Percentage

boosted to 99

SON of Boggit

When I had the mantle of Amiga helpline guru thrust upon me, I had no idea how much work was involved. Join me as I wade through a tidal wave of paper to bring help and kindness to the needy

Well readers, I have some rather excellent news to bring you. Since last month's somewhat brief and curious meeting with a strange fellow by the name of Harold Stormdrain, my mind has been in a total whirl. Upon introducing himself and stating that he was aware of my father's whereabouts, he promptly left, promising to return some time in the near future.

My nights brought with them fevered dreams as I tossed and turned unable to think of anything else but the impending return of Mr. Stormdrain, and my days could only be filled by seemingly endless sessions at the adventuring keyboard and mouse of my trusty old Amiga.

(I have always found it curious that the manual of the aforementioned machine should constantly refer to our small mammal friends as possessing both a left and right hand button, especially in these enlightened times of respect for the animal kingdom. Anyway, little Eric doesn't seem to mind having his tail soldered to the mouse port, and he only usually squeaks during a particularly frantic game of Premier Manager when I am determined to

win promotion before bedtime. The mouse mat does get into a bit of a state at times, what with Eric being a little on the shall we say, nervous side, but I try to counter his excessive toilet habits as best I can by feeding him little fragments of cork painted to look like Edam.)

Anyway, I'm waffling. What I've been wanting to tell you all along is that Mr. Stormdrain, or Harold as he likes to be known, fulfilled his promise last Tuesday and returned with the news I had been waiting for. Well, not exactly the news I was waiting for to be honest, but he at least brought a message from my

father. I was overcome with excitement.

Apparently, pater's Boggit-like wanderings have taken him to a faraway land known only by the mystical name of Woonsocket. There he is currently being detained at the mercy of the local dignitary, Sir Cyrille Grimola, due to an unfortunate 'meeting' with Sir Cyrille's beautiful young daughter, Albiona. This poor creature is now 'heavy with Boggit', and my father's life is unfortunately at stake.

I swiftly realised that I must go to help, but Harold will reveal no more until I agree to pay him the princely sum of 35 groats. Not being the

wealthiest of creatures, I told him that this was out of the question. But, after a brief argument which saw me require seven stitches in a nasty eye wound, I agreed.

The only means at my disposal of earning such a sum is by collecting my monthly pittance from the golden coffers of Amiga Action. So, I think it's about time that I got my act together and started earning my corn by answering a few of your cries and whimpers...

Revolution's excellent *Beneath a Steel Sky* is a firm favourite of mine, and I can strongly identify with the 'one man/boggit against the world' scenario





Desert Strike

Q Please can you help me on the Amiga 500 version of Desert Strike! On the last section, I get to, and blow up the Madman's plane, but still it takes off. I've fired at it from all directions but it still flies off. It's so frustrating as you have to go back to the start again.

Neil O' Brien, Manchester

A Fine game that Desert strike is, this last part of the game seems to cause people no end of problems. You Neil, seem to be no exception. The best way to go about destroying the plane is to first make sure you have stocked up with plenty of Hydras. Then as you approach, make sure that you don't shoot your co-pilot as he enters the plane. Once the ground forces are destroyed you can then shoot the plane and rescue him. To do this, simply launch a Hellfire into the top of the aircraft. The plane should now be crippled on the runway, and you should be able to fire away at it to your heart's content.

Beneath a Steel Sky

Q I am stuck in Beneath a Steel Sky. I have got a metal bar, a spanner, an ID card, a light bulb, an anchor and a video cassette. I have got a "Scribbemann port" from Dr. Burke and a jammer in my ID card from the woman in the pipe factory. Joey has a welder shell.

I can go to the first floor, the reactor in the pipe factory, to Lamb's apartment, and Reich's apartment, but I can't get to the ground floor or past the crashed helicopter. I have made Lamb a D-Linc and frozen his assets. Please tell me what to do next.

James Baker, Kent

A My you have been busy James, it's just unfortunate that you have come to a halt after all your hard work. What you need to do is find your way back to the starting position (in the building opposite the steam room). Then go up the stairs and out of the door. Use the anchor with the cable (this can be found to the right of the screen at the lift near Lamb's apartment - you will need to get Joey to cut through it first, and you can pick it up on your way down in the lift) to make a grappling hook and use it on the Security sign on the wall of the facing building. You should then swing across the chasm and you will be well on your way.

The evil Kilbaba is one of those people who really gets on my wick. He's just a plain old bully, and the only way to stop people like him is to stand up to them. So, go on readers. Drop a bomb on him for me

Police Quest

Q I am so hopelessly stuck in Police Quest. I am up to the bit where I am an undercover cop. I am at the room which the Hotel Delphora desk clerk gave me. I also have a lady following me wherever I go. I have tried everything to get rid of her and I need to arrest those men who are gambling in the room behind the cocktail lounge store room. Please help. Will you, please, pretty pretty please with a cherry on top.

Michael Hickey, Manchester

A You go a bit overboard with your pleading when you want something don't you Michael. I'll answer your query anyway, even though it seems fairly similar to a problem I have solved before. The lovely lady who is following you around is Marie. You need to ring reception from your room in the hotel and order her a taxi. Then take her down to reception to await the arrival of the horseless carriage. Oh, and before you try to arrest the gamblers, have a few games of cards with them first.

Valhalla

Q Please can you help. I'm absolutely stuck on Valhalla. I'm on level two, the Sanctuary. I have given the clock to the Shaman of Time and can't work out what to do next. If you could give me the next few puzzles also, I would appreciate it greatly.

Stephen Cairns, Edinburgh

Police Quest is one of those games which is still causing problems

Follow the handy K240 money gathering tip



A This is indeed a very tricky problem, and one which caused me a great deal of grief, despite my Boggit credentials. You must walk past the shaman into the room and pick up the silver key. If you put the key on the grill it will melt and become liquid metal. Putting this quicksilver-like substance on the key mould will then give you a key to open the door which originally closed behind you. The rest is up to you.

Heimdall 2

Q I have bought a copy of Heimdall 2 by Core Design, but it is far too difficult. Every time I get into a fight I keep dying because I am losing too much energy. Can you help?

Colin Worsley, Falkirk

A If you are having trouble in the fights there is a simple way to replenish your energy. After a particularly frantic battle, return to the Hall of Worlds. If you are in possession of a flask, fill it from either of the fountains which can be found there. Drink the water and hey presto! your energy will be increased.

K240

Q Please can you help me. Are there any cheats for K240? The pointy heads keep wrecking my asteroids.

Andy Curtis, Plymouth

A The aliens in K240 may not be the best looking creatures known to man, but I bet you're no oil painting either Andy. I won't hold this against you though. Try pressing return and then typing in "loadsadosh". Press return once more and you should find yourself better off to the tune of 100,000 credits. What's even better news is the fact that you can do this as many times as you want!

Well, that's it for another month. Hopefully I will have received my salary from Amiga Action and I will be able to pay the miserly Stormdrain the money he is demanding. If I don't move quickly, the Boggit will no doubt end up in serious trouble (as if he isn't in enough bother already!), and I could be left without a father permanently.

Until next time, farewell!



Send your queries (and tips if you like) to:
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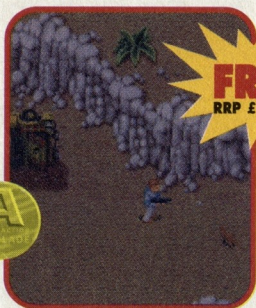
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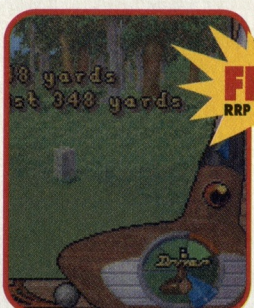
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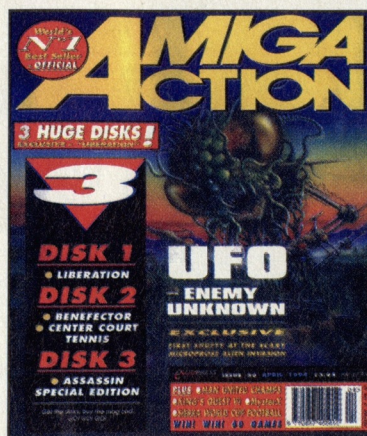
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BACK ISSUES



ISSUE 55 MARCH '94. CODE 8496.
Cover - Winter Olympics.
Coverdisk - Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.
Features - MysterX, Zeewolf, Starlord.
Reviews - Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snaperazzi, Tornado, Winter Olympics.
GTGAs - Star Trek 25th Anniversary, Goblins 3.



ISSUE 56 APRIL '94. CODE 8497.
Cover - UFO: Enemy Unknown.
Coverdisk - Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.
Features - Soccer Kid animation, Psygnosis.
Reviews - Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.
GTGAs - Simon Sorc., Police Quest, Goblins 3 pt2.



ISSUE 57 MAY '94 CODE 8498.
Cover - James Pond 3
Coverdisk - Sierra Soccer World Challenge, Brian the Lion A1200
Features - James Pond 3, Audiogenic, Starlord Pt 2
Reviews - Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.
GTGAs - Liberation, Stardust, King's Quest VI, Police Quest Pt 2 + free Cannon Fodder tips book.



ISSUE 58 JUNE '94 CODE 8499.
Cover - Ambermoon
Coverdisk - Puggsy, Rugby League Coach
Features - Who's Danny Flynn (science-fiction artist), computer game piracy
Reviews - Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbera Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32
GTGAs - Labyrinth, Leisure Suit Larry 1, Small Tips



ISSUE 59 JULY '94 CODE 8500.
Cover - Valhalla
Coverdisk - Gulp, Naughty Ones
Features - MysterX, Sensi Cup '94, May I Help, Sir?
Reviews - Benefactor, Empire Soccer '94, Fire & Ice CD32, Fury of the Furries CD32, Impossible Mission 2025, Lemmings (again) CD32, Second Samurai CD32, Sierra Soccer, Striker CD32, Tornado A1200, Traps 'n' Treasures, Valhalla, Wembley Rugby League, Zool 2 CD32
GTGAs - Beneath A Steel Sky, Naughty Ones, Innocent Until Caught



ISSUE 60 AUGUST '94 CODE 8501.
Cover - World Cup Football Games.
Coverdisk - Wembley International Soccer, D-Day, Goochy Cricket, Tic Tac Toe, Sensible Massacre, Missile Command, Simon.
Features - MysterX Part 5, ATR
Reviews - Banshee, Bubble & Squeak, Bump 'n' Burn, Cliffhanger, D-Day, Dracula, Elmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Sensi, Kick Off 3, Last Action Hero, Naughty Ones CD32, Out to Lunch, Quik the Thunder Rabbit, U.F.O. Wembley Soccer.
GTGAs - Son Of Boggit returns. Valhalla.



ISSUE 61 SEPTEMBER '94 CODE 8502.
Cover - Pinkie
Coverdisk - Impossible Mission 2025, Mine Runner, Drells, Cardz, Dynamite Warriors, Fleuch, Fatal Mission.
Features - Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this).
Reviews - Battleblades, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer.
GTGAs - U.F.O. pt1, Heimdall 2 p1, K240, Out To Lunch, Son of Boggit.



ISSUE 62 OCTOBER '94 CODE 8503.
Cover - Bloody great disk-fest.
Coverdisk - Putty Squad, Vital light, World Tour & 21 full PD games.
Features - Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid.
Reviews - Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrog CD32, Universe, World Cup USA '94.
GTGAs - U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, hello mum

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Talk Back

It was all we could do to persuade Paul to do these pages again after the (totally justified) lambasting he received last month

For real?

My Dad has got a 1200 and would like UFO but he's in hospital and he's home soon but I wanted to surprise him with UFO but I only saved £5.50. Can you help? Mum said you might.

Roy Pugh, Tranmere

You know what? I'm like Roy,

stingy as a git and a bit suspicious to boot. Fortunately MicroProse aren't, and the kindly PR gent has taken your address with the promise to despatch said software post haste. Good eh?

Kenneth Clarke

Whilst browsing in my local HMV store the other day, I noticed that

videos, tapes and CDs were being sold off on a two for £10 basis. These were selling like wildfire while the game shelves were being sadly neglected by the majority of customers.

I think that software houses should adopt a similar strategy during the summer to boost sales, since this is always a low point as far as games being sold is concerned.

Perhaps if companies were to sell two games in a single volume for say, £30 pounds or so, then maybe more would be sold and the customer would be getting a much better deal than usual.

David O'Connor, Dinnington, S.Yorks

Budget games kind of fulfil this, don't they? Apart from that though, one or two companies are showing a willingness to drop their prices; *Psygnosis* are selling many of last year's games at around £12, and *Daze* are doing the same with their slightly older games at around a fiver. Perhaps others should follow suit...

Waiting game

I was flipping through a few old Amiga mags the other day, and I was looking in particular at the release dates proposed for the reviewed games. I noticed that around 80% of the big releases came out considerably later than predicted. This set me thinking. Surely not all software companies can be this short sighted? Wouldn't you think that perhaps, just maybe, it could possibly be a marketing ploy? I mean think about it. Let's use Theme Park as an example...

Coverage of the game started around November last year, with a predicted release date of March. Around Christmas time, Theme

Park gets some coverage on ITV's *Bad Influence* (ahem...). But it doesn't look good on TV eh? Roll on March...

March. Open up magazine and turn to the previews. Oh look, Theme Park. Ah, release date put back to May. Not that long to wait I suppose...

May. That's funny, no reviews. Hold on, this magazine states a definite release date of June 24th. Well at least it's definite...

June 24th. None of the shops seem to know when they're getting it in. I know, I'll telephone EA and see what they have to say.

EA: "Late July"...

...and in late July: "Erm, mid August"...

...and in mid August:

"September 3rd".

Hmm, it could only be a marketing ploy – the game must be finished because both AA and another mag have published previews ages ago.

All I can think is that EA/Bullfrog are taking advantage of the fact that you always want what you can't have. Of course, I'm not specifically having a go at these, because another example is Nick Barker's TFX-related letter in the September issue. Although Mr. Barker is 26, younger age groups do tend to raise their hopes only to have them dashed time and again.

I would be very interested to hear your comments on this.

Michael Filby, Bedford (who also sent a bag of sweets in order to win a game as part of a deal, apparently, although I have no recollection of offering anything of the sort. Oh well, game's on its

I have no recollection of any rash sweet related promise that may have been made

Gubbins

Clown Prince

To arms! There are infidels among us. Yes brethren, there are people who stand against the mighty force that is Frontier. The leader of this band of degenerate disbelievers is Andrew "Heretic" Prince, who made his views public in issue 60.

He said that the in-flight control system is impossible to come to terms with, even though there are detailed instructions in the manual. There is even a control summary card with the Great Book of Wisdom. He says that he cannot understand the need for the ship to "turn back upon itself" brothers. Surely logic should tell him that this is the Great Braking Manoeuvre that is required in order to dock the ship safely.

Brothers, he said the ship slows down late. Is this not understandable as the Great Autopilot is trying to slow down the ship from an astounding 200km/sec.

Amiga Action was said to give the game a "good review". At this point it seemed that the infidel might not be as stupid as at first was suspected – he seemed to have a basic grasp of the English language. However brothers, I was wrong, as he then went on to imply that AA was paid to give such a review. Does the infidel not realise that many lesser magazines gave the game a score of well over 80%?

The infidels should ask themselves if the game is above their stupidity-clouded horizons. Prince and his evil followers hath blasphemed the mighty game, yet we must show compassion to these misguided fools. It is not their fault that the demon of stupidity has engulfed them.

Peter and Daniel Donnelly, Lisburn, N. Ireland

PS. As we were so nice, please send us a game.

Were you nice? I couldn't tell since I failed to understand a single word. Er, brother.

I am writing in answer to the letter of Andrew Prince from Bolton. I would like to know how he can slag off the quite amazing game Frontier – [etc. etc.]... So Andrew, do yourself a favour, sit down and start enjoying this great game, and stop talking complete rubbish.

Paul Rawlings, Dry Drayton, Cambridge



Talk Back

► way Mike, despite the Mars Bar looking a bit worse for wear)

Marketing ploy eh? Well, it's been a bit of an all out success then if that has been the case, hasn't it? Maybe we should try it with Amiga Action.

Gen-what?

I have a problem with my picture when I have my Amiga A600 connected with a genlock. Once a piece of software is loaded up, the vertical hold slight goes towards the middle of the screen, showing a thick black line. This shows up when the genlock operates on mixed mode.

The black line comes up, hence not showing a full single screen.

This has been the case with other programs when loaded and I have therefore not been able to mix video graphics onto video. Please assist, very fed up.

R. Chand BSc, Hockley, Birmingham

Er, have you tried banging it on the top?

Blasé

I have been interested recently in the various letters you have received regarding the future of Commodore, or if in fact they have one to look forward to. On the whole it must be said that you have been encouraging in your responses. Encouraging, but you don't seem unduly worried.

I would have thought that if Commodore were to go belly up then your chips would be, shall we say, a bit damp, ie you'd be out of a job. Verbal pleasantries are all very well, but surely you should be rallying round and drumming up support for the company which effectively keeps you in a job.

Neil Drummond, Welwyn, Herts

I don't think my standing on a street corner with a "Save Commodore" sandwich board would do much good to be honest, and besides, judging by what you say, I'd be better employed looking for a new job. Sob.

Flat cap

I finally wrote to say about the lack of playability and lastability of games. I can remember the days of

the Spectrum – the games lasted for months and were so much fun to play with stick men doing funny things! But what has the Amiga got to offer – superb graphics and animation and then what? Nothing much! A game will only last six-ten weeks (except adventures and strategy games).

I think software companies should increase gameplay and lastability. If they were to do this we would get a much better deal for £25-35 a game. Keep up the good work.

Yours hopefully (for a game), Ian Taylor, Gt. Yarmouth

So a worst-case scenario is a game's appeal lasting just six weeks? What's wrong with that? Even at 30 quid a game it works out at just over 70p a day, and where else can you be entertained for that price? Apart from the Paul McNally Belly Dance Boudoir.

Moral high ground

I am writing to you to make some points, and first on the agenda is piracy. Now although I don't own a CD32, I was looking into purchasing one with my hard saved cash. I did some research into them and was pleased to hear that games should be cheaper, but was then disheartened to hear that CDs were piratable using a machine costing about two grand.

However in my experience, all the pirating I have come across has been by friends in their rooms, as it is quick, easy and free. Now maybe I'm just a sad axe who doesn't get about much, but I've never been offered pirated games at a cost – always free.

The point is that surely kids' piracy accounts for just about 50% of pirating, so why aren't prices dropping?

My second point is about age limits on games. I've just turned 15 and am not really affected since there are no 18s yet. But, say I was 11. I see Mortal Kombat and Cannon Fodder and I want them. But, they're 15 – I, want to brag to my friends but the miserable shopkeeper won't sell them to me, git. So who do I turn to? – you know what comes next, and it's cheaper than buying.

Terry Buckley, Abingdon, Oxon

Prices are dropping slightly on CD32 games, or rather, some

More gubbins

I wanna live forever... etc

My mother read the August AA and saw the letter from Cindy Crawford and that you were wanting to hear from anyone famous. She told me that the man behind the counter at our local shop is called Nick Owen. He must have been fired from his day job with Anne Diamond. So does my mother win something?

B. Wallace, Renfrew, Scotland

PS. Here's a stick of gum for now, it lasts longer than a packet of crisps.

What's with all the sweets and stuff? No, your mother doesn't win anything, not unless she's Elvis Presley.

Several months ago I saw that you wanted people to write in who had been on the telly. Well, I was! When I was a little nipper I was in a BBC documentary about the war. Unsurprisingly, it was about as exciting as watching Dulux clear emulsion dry.

Now it's time for me to regurgitate my thoughts in your fabby mag – [blah blah blah, etc, etc blah waffly waffle] – but I got mugged and had all my money stolen, so if you could find it in your heart to send me a game.

Steve Hadley, South Norwood, London

One subject at a time Steve. Are you famous or just on the scrounge?

After reading your response to the supposed Cindy Crawford letter, and seeing as you wanted celebrities to write in, I thought I'd put you out of your misery. [Blah-de-blah, blee-de-blee, blah-de-blah-de-blee, waffle waffle etc].

Okay, that's it, finished, goodbye.

Chris Evans, no address

Is this really all we can expect? It's very disappointing to find that not one single person of note reads Amiga Action. Er, not that you aren't all great though, because you are. But it's just that... oh come on – someone, please!

games are being released at a lower price point because they're exactly the same as their floppy counterparts. With others, the price remains at around £30. The reason? That's the accepted rate, simple as that.

About your second "point", you seem to be forgetting that you're only 11 for the sake of argument, and being 15, are actually able to purchase the games yourself. So why not go and do it.

Dealer pays

Wow!!! This is so great!!! Thanks for the game CARDZ! on disk 2 in

Amiga Action September 1994.

You know, when I bought my Amiga it was for using seriously. I mean to write some letters with style, and play a few games. And what I've really missed among all these silly games are the real ones – Like Cardz. But what I should like to do is install it on the hard disk.

Is that possible? It must be, but I think it's rather a question of if you can help only one single customer. Well, I'm only one, but I want it so badly. And I think I can pay the prize it will cost if you want to help me.

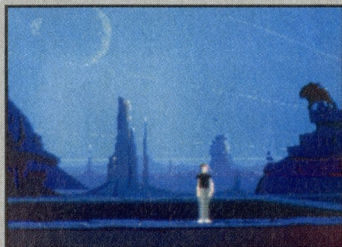
I have tried to drag the Cardz icon into the game drawer I have on my hard disk, and also all the blue icons there: C, devs, libs, env

Super Leagues

Right then Super Leagues you've had your chance. If you don't start improving in the popularity stakes then this could well be your last month. And we mean it!

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION** + Mission Disk
Core Design
- 14 **SPACE CRUSADE**
Gremlin
- 15 **HERO QUEST** + Data Disk
Gremlin
- 16 **ASHES OF EMPIRE**
Mirage
- 17 **CYBERCON III**
US Gold
- 18 **SWORD OF HONOUR**
DMI
- 19 **LORDS OF TIME**
Software Business
- 20 **XENOMORPH**
Ubisoft
- 21 **BARBARIAN II**
Palace
- 22 **SHADOW OF THE BEAST III**
Psygnosis
- 23 **ROCKET RANGER**
Cinemaware
- 24 **CAME FROM THE DESERT** + Ant Head
Cinemaware
- 25 **HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 **UNREAL**
Ubisoft
- 27 **KULT**
Ubisoft

- 28 **OBITUS**
Psygnosis
- 29 **CRYSTALS OF ARBOREA**
Silmarils
- 30 **VOODOO NIGHTMARE**
Activision
- 31 **LAST NINJA 3**
System 3
- 32 **ABANDONED PLACES**
Electronic Zoo
- 33 **ZOMBI**
Ubisoft
- 34 **NINJA REMIX**
System 3
- 35 **COLORADO**
Ubisoft
- 36 **BLOODWYCH** + Data Disks
Mirrorsoft
- 37 **COLDITZ**
Digital Magic
- 38 **HEAD OVER HEELS**
Ocean
- 39 **INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 **HARE RAISING HAVOC**
Infogrames
- 41 **B.A.T.**
Ubi Soft
- 42 **MERCENARY III**
Novagen
- 43 **SHADOW OF THE BEAST II**
Psygnosis
- 44 **DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 **THE SIMPSONS**
Ocean
- 46 **DEATH TRAP**
Anco
- 47 **DRAGON'S LAIR III**
Readysoft
- 48 **TREASURE TRAP**
CodeMasters
- 49 **SHADOW OF THE BEAST**
Psygnosis
- 50 **INFESTATION**
Unknown
- 51 **RESOLUTION 101**
Millennium/UBI
- 52 **NEUROMANCER**
Unknown
- 53 **RAN XEROX**
Ubi Soft
- 54 **BATMAN - CAPED CRUSADER**
Ocean
- 55 **WEIRD DREAMS**
Rainbow Arts
- 56 **SPACE ACE II**
Readysoft
- 57 **SIR FRED**
Ubisoft
- 58 **HEROES OF THE LANCE**
US Gold
- 59 **STORMLORD**
Unknown
- 60 **THUNDERBIRDS**
Teque/UBI
- 61 **GHOSTBUSTERS 2**
Activision
- 62 **BOROBODUR**
Thalamus

- 63 **BRIDES OF DRACULA**
Gonzo Games
- 64 **NIGHTBREED (INTERACTIVE)**
Ocean
- 65 **GUY SPY**
Readysoft
- 66 **THE RETURN OF MEDUSA**
Unknown
- 67 **OMNICON CONSPIRACY**
Unknown
- 68 **BLADE WARRIOR**
Unknown
- 69 **CHAOS IN ANDROMEDA**
Arc
- 70 **BADLANDS PETE**
Arc
- 71 **UNIVERSAL MONSTERS**
Ocean
- 72 **SPACE ACE**
Readysoft
- 73 **DRAGONS LAIR 2**
Readysoft
- 74 **SINGE'S CASTLE**
Readysoft
- 75 **DRAGON'S LAIR**
Readysoft
- 76 **BARBARIAN**
Palace
- 77 **OBLITERATOR**
Unknown
- 78 **CRIME DOES NOT PAY**
Empire
- 79 **KRISTAL**
Unknown
- 80 **GALDREGON'S DOMAIN**
Unknown
- 81 **EYE OF HORUS**
Millennium
- 82 **PYRAMAX**
Unknown
- 83 **THEME PARK MYSTERY**
Mirrorsoft
- 84 **BARBARIAN II**
Psygnosis
- 85 **PAC LAND**
Unknown
- 86 **THREE STOOGES**
Cinemaware
- 87 **HEART OF THE DRAGON**
Dynamix
- 88 **MICKEY MOUSE**
US Gold
- 89 **BEASTLORD**
Grandslam
- 90 **AQUANAUT**
Fission Chips

Adventure

- 1 **VALHALLA**
Vulcan
- 2 **BENEATH A STEEL SKY**
Virgin
- 3 **MONKEY ISLAND 2**
US Gold
- 4 **INDY/FATE OF ATLANTIS**
US Gold
- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **LEGEND OF KYRANDIA**
Virgin
- 8 **LURE OF THE TEMPTRESS**
Virgin
- 9 **SECRET OF MONKEY ISLAND**
US Gold
- 10 **CURSE OF ENCHANTIA**
Core Design

- 11 **RISE OF THE DRAGON**
Dynamix
- 12 **DARK SEED**
Cyberdreams
- 13 **LABYRINTH OF TIME**
Electronic Arts
- 14 **MADDOG WILLIAMS**
Game Crafters
- 15 **INDY/LAST CRUSADE**
Lucasfilm
- 16 **KGB**
Virgin
- 17 **MEAN STREETS**
US Gold
- 18 **KINGS QUEST VI**
Sierra
- 19 **OPERATION STEALTH**
US Gold
- 20 **LEISURE SUIT LARRY 5**
Sierra
- 21 **CRUISE FOR A CORPSE**
US Gold
- 22 **WAXWORKS**
Accolade
- 23 **COSMIC SPACEHEAD**
Codemasters



- 24 **ELVIRA/MISTRESS OF DARK**
Accolade
- 25 **ELVIRA II/JAWS OF CERBERUS**
Accolade
- 26 **KING'S QUEST SERIES**
Sierra
- 27 **HEART OF CHINA**
Dynamix
- 28 **MANIAC MANSION**
Eldersoft
- 29 **NIPPON SAFES INC**
DMI
- 30 **UNIVERSE**
Core Design
- 31 **INNOCENT UNTIL CAUGHT**
Psygnosis
- 32 **LOOM**
US Gold
- 33 **WILLY BEAMISH**
Sierra
- 34 **HITCHHIKERS GUIDE**
Infocom
- 35 **CODENAME: ICEMAN**
Sierra
- 36 **POLICE QUEST SERIES**
Sierra
- 37 **FUTURE WARS**
US Gold
- 38 **LEATHER GODDESSES**
Infocom
- 39 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 40 **SPACE QUEST IV**
Sierra
- 41 **SPACE QUEST 1, 2 & 3**
Sierra
- 42 **DUNE**
Virgin
- 43 **TRIAL BY FIRE**
Sierra
- 44 **ZAK MCKRAKEN**
Lucasfilm
- 45 **ZORK TRILOGY**
Infocom



and S. But no help. Click on icon for Cardz and only this execute a file window come up.

Well I'm not so much into this programming and so, but is there a way you could help me with this? Maybe tell where to buy the game for installation?

Carl Erik Bosen, 6065 Ulsteinvik, Norway

Are you taking the piss mate?

Bland questions

Oh lackaday forsooth, am I in a veritable quandary.

1. How much would I get for a 1 meg A500, 15 games, lots of mags with disks, a joystick and a mouse?
2. What is the best CD32 game?
3. Is the new CD drive for the A1200 compatible with FMV?
4. Is Mortal Kombat 1/2 coming out on the CD32?
5. [Too bland to bother with]
6. [Way, way too bland]
7. Is there going to be a Body Blows 3?
8. When you did your preview of Batman Returns, the sprites were large and bold and good, but when you reviewed the game the sprites were small and crap. What happened?

Phil Doyle, Gloucester

1. £100 if you're lucky.
2. Liberation.
3. No, not Commodore's anyway.
4. I haven't got a telephone any more so I can't find out.
7. Still haven't got one.
8. The sprites got small and crap.

Ho ho ho

Dear all you prats at AA (here we go again – Paul). This is the first time I have got off my ass this

holiday to bother to write anything. It's the first time I have written to a mag, so don't laugh! I grabbed my copy of the September issue because it stood out on the shelf as usual. I took it home and, like many other people, chuffed in the first game that came to hand (Impossible Mission) [er... – Paul] and waited so excitedly for it to start.

Totally unexpectedly, the loading screen came up. So I tried again, and it did s*it all. After hours of discontent I glanced at the instructions and cried when it said A1200 only. I was more p*ssed off when it didn't say Amiga bloody 1200 on the front of the mag. I know this letter won't be printed, so take it into account.

Calum Gaunt, Cudham, Kent

PS. Say hello to the crew.

Sorry for the disappointment Calum, but it did say A1200, really it did.

PS. Hello crew.

Inane waffle

Tell that git from issue 62 "To that thick **** at the AA", that just in case he didn't realise he was a psychopath, he is, and he needs tellin'. But he is probably dead because I bet he does all the things he said you did.

Anyway, I live in Scotland, so I think I'm quite a way from Aylesbury. Ironically I live in Carstairs, infamous for its Penitentiary and great night life – I'm sure you've heard of it. But this is not my point; I am not a tourist infomation guy, nor do I have pure Scottish blood coursing through my veins. I am part Geordie, part Devonian and I was born up here. But I would just like to say, as an upholder of the union, that if you don't want the Scottish to beat you rosebuds up, then do not talk about US/THEM like WE/THEY are country bumpkins –

Craig Hindemarsch, Lanarkshire

– Thank you Craig, thankyou very much. goodbye now...

Next Month!



☐ PAGES ☐ DISKS ☐ MEMBERS OF STAFF



Send your insults and outrages to:

**Paul Roundell, Talkback,
Amiga Action, Europa House,
Adlington Park, Macclesfield,
SK10 4NP.**

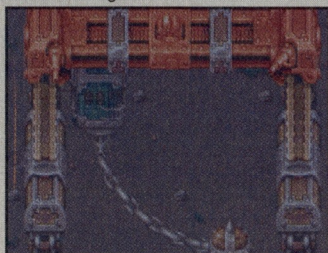
Or send us a fax: 0625 876669, or don't bother at all...

- 46 SUSPICIOUS CARGO**
Gremlin
- 47 WONDERLAND**
Virgin
- 48 DEMONIAK**
Silmarils
- 49 PLAN 9 FROM OUTER SPACE**
Gremlin
- 50 MAUPITI ISLAND**
Lankhor
- 51 PLANETFALL**
Infocom
- 52 GUILD OF THIEVES**
Rainbird
- 53 STATIONFALL**
Infocom
- 54 B.A.T. II**
Ubi Soft
- 55 INNOCENT UNTIL CAUGHT**
Psygnosis
- 56 CONQUESTS OF CAMELOT**
Sierra
- 57 LURKING HORROR**
Unknown
- 58 ULTIMA SERIES**
Origin Mindscape
- 59 MANHUNTER SERIES**
Sierra
- 60 HOOK**
Ocean
- 61 B.A.T.**
Ubi Soft
- 62 DEJA-VU 1+2**
Mirrorsoft
- 63 SHOGUN**
Infocom
- 64 SPELLBREAKER**
Infocom
- 65 WISHBRINGER**
Infocom
- 66 CHRONOQUEST SERIES**
Psygnosis
- 67 ENCHANTER**
Infocom
- 68 SORCEROR**
Infocom
- 69 BEYOND ZORK**
Infocom
- 70 ZORK ZERO**
Infocom
- 71 SUSPECT**
Infocom
- 72 BUREAUCRACY**
Rainbow Arts
- 73 DEADLINE**
Infocom
- 74 TIME**
Rainbird
- 75 INFIDEL**
Infocom
- 76 CORRUPTION**
Rainbird
- 77 FISH**
Rainbird
- 78 JINXTER**
Rainbird
- 79 THE PAWN**
Rainbird
- 80 SUSPENDED**
Infocom
- 81 TIMES OF LORE**
Origin
- 82 COLONEL'S BEQUEST**
Sierra
- 83 WEEN**
Loriciel
- 84 GOLDRUSH!**
Sierra
- 85 FASCINATION**
Digital Integration
- 86 STARCROSS**
Ubi Soft

- 87 HOLLYWOOD HI-JINX**
Infocom
- 88 TRINITY**
Ubi Soft
- 89 A MIND FOREVER VOYAGING**
Infocom
- 90 BLACK CAULDRON**
Infocom

Shoot 'em-up

- 1 CHAOS ENGINE**
Renegade
- 2 DESERT STRIKE**
Electronic Arts
- 3 ALIEN BREED 2**
Team 17
- 4 BANSHEE**
Core Design



- 5 PROJECT-X**
Team 17
- 6 ALIEN BREED '92**
Team 17
- 7 BLOOD MONEY**
Psygnosis
- 8 ALIEN BREED**
Team 17
- 9 TURRICAN 3**
Renegade
- 10 SEEK AND DESTROY**
Mindscape
- 11 WALKER**
Psygnosis
- 12 SILKWORM**
Virgin
- 13 SWIV**
The Sales Curve
- 14 TURRICAN 2**
Rainbow Arts
- 15 OVERKILL**
Mindscape
- 16 URIDIUM 2**
Renegade
- 17 BLASTAR**
Core
- 18 JET STRIKE**
Alternative
- 19 CYBERPUNKS**
Core Design
- 20 SIMULCRA**
MicroStyle
- 21 XENON II - MEGABLAST**
Renegade
- 22 THE KILLING GAME SHOW**
Psygnosis
- 23 X-OUT**
Rainbow Arts
- 24 DISPOSABLE HERO**
Gremlin
- 25 T2 ARCADE**
Virgin
- 26 Z-OUT**
Rainbow Arts
- 27 APIDYA**
Blue Byte
- 28 R-TYPE II**
Activision

- 29 MIDNIGHT RESISTANCE**
Ocean
- 30 FIREFORCE**
ICE
- 31 MICROCOSM**
Psygnosis
- 32 ALCATRAZ**
Infogrames
- 33 PANG**
Ocean
- 34 VENUS**
Gremlin
- 35 EPIC**
Ocean
- 36 APOCALYPSE**
Virgin
- 37 R-TYPE**
Activision
- 38 BATTLE SQUADRON**
Ubi Soft
- 39 AMNIOS**
Psygnosis
- 40 WOLFCHILD**
Core Design
- 41 SPACE GUN**
Ocean
- 42 LETHAL XCESS**
Grandslam
- 43 VITAL LIGHT**
Millennium
- 44 RUBICON**
21st Century
- 45 WING COMMANDER**
Mindscape
- 46 ANARCHY**
Unknown
- 47 OPERATION THUNDERBOLT**
Ocean
- 48 MEAN ARENAS**
Ice
- 49 WINGS OF DEATH**
Thalion
- 50 WARZONE**
Core Design
- 51 ESCAPE FROM THE ROBOT**
Unknown
- 52 MONSTERS**
Ubi Soft
- 53 STELLAR 7**
Sierra
- 54 ORK**
Psygnosis
- 55 STARDUST**
Daze
- 56 VIDEO KID**
Gremlin
- 57 FLY HARDER**
Krysalis
- 58 PEGASUS**
Gremlin
- 59 HOSTILE BREED**
Palace
- 60 BONANZA BROS**
US Gold
- 61 FIREHAWK**
Codemasters
- 62 FANTASTIC VOYAGE**
Ubi Soft
- 63 STRIDER II**
US Gold
- 64 ATOMIC ROBO-KID**
Activision
- 65 THE EXECUTIONER**
Audiogenic
- 66 ARMALYTE**
Thalamus
- 67 OPERATION WOLF**
Ocean
- 68 SHADOW DANCER**
US Gold
- 69 SUPER SPACE INVADERS**
Domark

- 70 LINE OF FIRE**
US Gold
- 71 XENON**
Renegade
- 72 MONTY PYTHON**
Virgin
- 73 TERMINATOR 2**
Ocean
- 74 SUPER SKWEEK**
Loriciel
- 75 BATTLESTORM**
Ubi Soft
- 76 ROBOCOP 2**
Ocean
- 77 AGONY**
Psygnosis
- 78 STARUSH**
Ubi Soft
- 79 MERCS**
US Gold
- 80 BAAL**
Unknown
- 81 CAVITAS**
Unknown
- 82 ALIEN STORM**
US Gold
- 83 WARLOCK THE AVENGER**
Millennium
- 84 CARDIAXX**
Electronic Zoo/Team 17
- 85 TOTAL CARNAGE**
ICE
- 86 WESTPHASER**
Loriciel
- 87 FIRE AND FORGET**
Titus
- 88 STARRAY**
Logotron
- 89 PREDATOR II**
Mirrorsoft
- 90 GHOST BATTLE**
Thalion
- 91 FRENETIC**
Audiogenic
- 92 THE SPY WHO LOVED ME**
Domark
- 93 TOTAL RECALL**
Ocean
- 94 UNDER PRESSURE**
Electronic Zoo
- 95 BACK TO THE FUTURE 3**
Mirrorsoft
- 96 MENACE**
Psygnosis
- 97 SAINT DRAGON**
Domark
- 98 DALEK ATTACK**
Alternative
- 99 THUNDERJAWS**
Domark
- 100 ZONE WARRIOR**
Electronic Arts

Sports Simulation

- 1 SENSIBLE SOCCER V1.1**
Renegade
- 2 GOAL**
Virgin
- 3 SPEEDBALL 2**
Renegade
- 4 PRO TENNIS TOUR 2**
Ubi Soft
- 5 MAN UTD LEAGUE CHAMPS**
Krysalis
- 6 JOHN MADDEN**
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**
Electronic Arts

Super Leagues

- 8 PREMIER MANAGER 2**
Gremlin
- 9 GRAHAM GOOCH CRICKET**
Audiogenic
- 10 PREMIER MANAGER**
Gremlin
- 11 MICROPROSE GOLF**
MicroProse
- 12 ON THE BALL**
Daze
- 13 WORLD CLASS RUGBY**
Audiogenic
- 14 BRUTAL SPORTS FOOTBALL**
Millennium



- 15 WINTER OLYMPICS**
U.S. Gold
- 16 EUROPEAN CHAMPIONS**
Ocean
- 17 PLAYER MANAGER**
Anco
- 18 WILD CUP SOCCER**
Millennium
- 19 SPEEDBALL**
Renegade
- 20 JIMMY WHITE'S SNOOKER**
Virgin
- 21 ARCHER MACLEAN'S POOL**
Virgin
- 22 WORLD CLASS LEADERBOARD**
US Gold
- 23 SIERRA SOCCER**
Sierra (obviously)
- 24 ARCADE POOL**
Team 17
- 25 LINKS**
US Gold
- 26 TEST MATCH CRICKET**
Challenge
- 27 THE MANAGER**
US Gold
- 28 GAMES: SUMMER EDITION**
US Gold
- 29 CHAMP MANAGER '93**
Domark
- 30 AMERICAN GLADIATORS**
GameTek
- 31 NICK FALDO'S CHAMP GOLF**
Grandslam
- 32 CHAMPIONSHIP MANAGER**
Domark
- 33 KICK OFF 2**
Anco
- 34 TENNIS CUP**
Loricel
- 35 TV SPORTS FOOTBALL**
Mindscape
- 36 CALIFORNIA GAMES**
US Gold
- 37 WEMBLEY RUGBY LEAGUE**
Audiogenic
- 38 STRIKER**
Rage
- 39 PRO TENNIS TOUR**
Ubi Soft
- 40 JAHANGIR KHAN SQUASH**
Krisalis
- 41 GRAHAM TAYLOR'S**
Krisalis
- 42 RBI 2 BASEBALL**
Mindscape
- 43 DISC**
Loricel
- 44 THE AQUATIC GAMES**
Millennium

- 45 TV SPORTS BASKETBALL**
Mindscape
- 46 SUPER SPORT CHALLENGE**
Daze
- 47 RYDER CUP**
Ocean
- 48 TENNIS CUP 2**
Loricel
- 49 SOCCER STAR**
B.U.B.
- 50 LIVERPOOL**
Grandslam
- 51 WINTER SUPERSPORTS '92**
Flair
- 52 J BARNES EURO FOOTBALL**
Krisalis
- 53 ZANY GOLF**
Ubisoft
- 54 EURO SOCCER**
Flair
- 55 MAN UNITED - EUROPE**
Krisalis
- 56 TV SPORTS BASEBALL**
Mindscape
- 57 FIENDISH FREDDY**
Tynesoft
- 58 INTERNATIONAL SPORTS**
Empire
- 59 MASTER BLAZER**
Rainbow Arts
- 60 TIP OFF**
Anco
- 61 EUROPEAN FOOTBALL CHAMP**
Krysalis
- 62 WAYNE GRETZKY HOCKEY 2**
Bethesda
- 63 TACTICAL MANAGER**
Kornpart
- 64 MICROPROSE SOCCER**
MicroProse
- 65 INTERNATIONAL SOCCER**
MicroProse
- 66 SUPERSKI 2**
MicroProse
- 67 WORLD CUP USA '94**
US Gold
- 68 THE CARL LEWIS CHALLENGE**
Psygnosis
- 69 CALIFORNIA GAMES II**
US Gold
- 70 MEGA SPORTS**
Ubisoft
- 71 GRAND MONSTER SLAM**
Rainbow Arts
- 72 WORLD GAMES**
US Gold
- 73 PROJECTILE**
Electronic Arts
- 74 PURPLE SATURN DAY**
Infogrames
- 75 ADVANTAGE TENNIS**
Ubisoft
- 76 EMPIRE SOCCER**
Empire
- 77 WWF WRESTLEMANIA**
Ocean
- 78 STORMBALL**
Millennium
- 79 ITALY 1990**
US Gold
- 80 FACE OFF ICE HOCKEY**
Krisalis
- 81 BILLIARDS II**
Infogrames
- 82 REBEL RACER**
Unknown
- 83 I PLAY 3D SOCCER**
I-Play
- 84 WORLD CHAMP SOCCER**
Unknown
- 85 STEVE DAVIS SNOOKER**
CDS
- 86 FOOTBALL MANAGER 2**
Addictive
- 87 JACK NICKLAUS GOLF**
Gremlin

- 88 FOOTBALLER OF THE YEAR 2**
Gremlin
- 89 3D TENNIS**
Unknown
- 90 WILD WHEELS**
Ocean
- 91 RUGBY/THE WORLD CUP**
Infogrames
- 92 SUPER LEAGUE MANAGER**
Unknown
- 93 EUROPEAN SUPERLEAGUE**
Unknown
- 94 TOURNAMENT GOLF**
Unknown
- 95 MANCHESTER UNITED**
Krisalis
- 96 CIRCUS GAMES**
Unknown
- 97 ADIDAS SOCCER**
Ocean
- 98 SLIDERS**
Palace
- 99 INTER. RUGBY CHALLENGE**
Domark
- 100 SUPERSOCCER**
Ubisoft

Flight Simulation

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse



- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 TORNADO**
Digital Integration
- 6 F117A**
MicroProse
- 7 COMBAT AIR PATROL**
Psygnosis
- 8 B17 FLYING FORTRESS**
MicroProse
- 9 DOGFIGHT**
MicroProse
- 10 THUNDERHAWK**
Core Design
- 11 F-19 STEALTH FIGHTER**
MicroProse
- 12 THEIR FINEST HOUR + Data Disk**
Lucasfilm
- 13 F-16 COMBAT PILOT**
Digital Integration
- 14 A320 AIRBUS USA**
Thalion
- 15 BATTLEHAWKS 1942**
Lucasfilm
- 16 FIGHTER BOMBER**
Activision
- 17 A320 AIRBUS**
Thalion
- 18 A-10 TANK KILLER V1.5**
Sierra
- 19 GUNSHIP**
MicroProse
- 20 BIRDS OF PREY**
Electronic Arts
- 21 SHUTTLE**
Virgin
- 22 PROFLIGHT**
Hi Soft

- 23 INTERCEPTOR**
Unknown
- 24 FLIGHT SIMULATOR 2**
Sublogic
- 25 KNIGHTS OF THE SKY**
MicroProse
- 26 MIG-29M SUPER FULCRUM**
Domark
- 27 F-29 RETALIATOR**
Ocean
- 28 F-15 STRIKE EAGLE II**
MicroProse
- 29 A-10 TANK KILLER**
Sierra
- 30 MIG-29 FULCRUM**
Domark
- 31 TOWER FRA**
Unknown
- 32 WINGS**
Cinemaware
- 33 SKYCHASE**
MicroProse
- 34 F-15 STRIKE EAGLE**
MicroProse
- 35 ATF II**
Digital Integration
- 36 FIGHTER DUEL PRO**
Jaeger Software
- 37 CHUCK YEAGER**
Electronic Arts
- 38 RED BARON**
Dynamix
- 39 STRIKE FORCE HARRIER**
Digital Integration
- 40 BLUE MAX**
Unknown

Racing

- 1 SKIDMARKS**
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 3 BUMP N BURN**
Grandslam
- 4 FORMULA ONE GRAND PRIX**
MicroProse
- 5 SUPERCARS 2**
Gremlin
- 6 LOTUS TURBO CHALLENGE II**
Gremlin
- 7 OVERDRIVE**
Team 17
- 8 STUNT CAR RACER**
MicroStyle
- 9 NO SECOND PRIZE**
Thalion
- 10 NITRO**
Psygnosis
- 11 LOTUS III**
Gremlin
- 12 LAMBORGHINI**
Titus
- 13 F17 CHALLENGE**
Team 17
- 14 MICRO MACHINES**
CodeMasters
- 15 JAGUAR XJ220**
Core Design
- 16 HARLEY DAVIDSON**
Mindscape
- 17 F1**
Domark
- 18 VROOM**
Unknown
- 19 BILL ELLIOT'S NASCAR**
GameTek
- 20 CRAZY CARS 3**
Titus
- 21 INDIANAPOLIS 500**
Electronic Arts
- 22 NIGEL MANSELL**
Gremlin

- 23 SUPER MONACO GP**
US Gold
- 24 TEST DRIVE 2**
Accolade
- 25 TOYOTA RALLY**
Gremlin
- 26 COMBO RACER**
Gremlin
- 27 SUPER OFF ROAD RACER**
Virgin
- 28 SUPER CARS**
Gremlin
- 29 TEAM SUZUKI**
Gremlin
- 30 LOMBARD RAC RALLY**
Mandarin
- 31 SUPER HANG-ON**
Activision
- 32 JUPITER'S MASTERDRIVE**
Ubi Soft
- 33 RVF HONDA**
MicroStyle
- 34 INDY HEAT**
The Sales Curve
- 35 PSYBORG**
Loriciel
- 36 4D SPORTS DRIVING**
Mindscape
- 37 OUTRUN EUROPA**
US Gold
- 38 HARD DRIVIN' II**
Domark
- 39 ROAD RASH**
Electronic Arts



- 40 GRAND PRIX CIRCUIT**
Unknown
- 41 TURBO OUTRUN**
US Gold
- 42 HARD DRIVIN'**
Domark
- 43 BADLANDS**
Domark
- 44 PRIME MOVER**
Psygnosis
- 45 THE CYCLES**
Ubisoft
- 46 CHASE HQ II**
Ocean
- 47 POWERDROME**
Ubisoft
- 48 OVERLANDER**
Elite
- 49 TEST DRIVE**
Accolade
- 50 BURNING RUBBER**
Ocean
- 51 RED ZONE**
Psygnosis
- 52 CISCO HEAT**
Mirrorsoft
- 53 RACE DRIVIN'**
Domark
- 54 MOONSHINE RACERS**
Millennium
- 55 FERRARI FORMULA 1**
Virgin
- 56 THE ULTIMATE RIDE**
Mindscape
- 57 HOTROD**
Activision
- 58 GRAND PRIX MASTER**
Codemasters
- 59 CHASE HQ**
Ocean
- 60 HIGHWAY PATROL 2**
Infogrames

Beat 'em-up

- 1 MORTAL KOMBAT**
Virgin
- 2 ELFMANIA**
Renegade



- 3 IK+**
System 3
- 4 BODY BLOWS**
Team 17
- 5 PANZA KICK BOXING**
Futura
- 6 TORVAK THE WARRIOR**
Core Design
- 7 BODY BLOWS GALACTIC**
Team 17
- 8 BUDOKAN**
Electronic Arts
- 9 STREETFIGHTER II**
US Gold
- 10 ORIENTAL GAMES**
Unknown
- 11 AFTER THE WAR**
Dynamic
- 12 VIGILANTE**
US Gold
- 13 WRATH OF THE DEMON**
Readysoft
- 14 SHADOW WARRIORS**
Ocean
- 15 FINAL FIGHT**
US Gold
- 16 NINJA WARRIORS**
Virgin
- 17 GOLDEN AXE**
Virgin
- 18 SWORD OF THE SODAN**
Activision
- 19 CHAMBERS OF SHAOLIN**
Grandslam
- 20 METAL MASTERS**
Infogrames
- 21 BLACK TIGER**
US Gold
- 22 DARKMAN**
Ocean
- 23 SKULL AND CROSSBONES**
Domark
- 24 DOUBLE DRAGON III**
Virgin
- 25 DYNASTY WARS**
US Gold
- 26 PITFIGHTER**
Domark
- 27 FULL CONTACT**
Team 17
- 28 TMHT**
Mirrorsoft
- 29 DINOWARS**
Unknown
- 30 NIGHTBREED (ARCADE)**
Ocean
- 31 ROGUE TROOPER**
Krysalis
- 32 DOUBLE DRAGON II**
Virgin
- 33 LAST NINJA 2**
System 3
- 34 IVANHOE**
Ocean
- 35 WILD STREETS**
Titus
- 36 DR DOOMS REVENGE**
Entertainment International

- 37 COUGAR FORCE**
Tomahawk
- 38 BATTLETOADS**
Mindscape
- 39 TURTLES 2/ARCADE GAME**
Mirrorsoft
- 40 DANGEROUS STREETS**
Flair

Strategy

- 1 SETTLERS**
Kornpat
- 2 THEME PARK**
Electronic Arts
- 3 UFO**
Microprose
- 4 POWERMONGER** + Data Disk
Electronic Arts
- 5 UTOPIA** + Data Disk
Gremlin
- 6 MEGA LO MANIA**
Mirrorsoft
- 7 POPULOUS II**
Electronic Arts
- 8 CIVILISATION**
MicroProse
- 9 DUNE II**
Virgin
- 10 K240**
Gremlin
- 11 PIRATES! GOLD**
MicroProse
- 12 CAESAR**
Impressions
- 13 SABRE TEAM**
Krysalis



- 14 D-DAY**
Impressions
- 15 GLOBAL EFFECT**
Electronic Arts
- 16 DREADNOUGHTS**
Turcan Research
- 17 CAMPAIGN 2**
Empire
- 18 GENGHIS KHAN**
Infogrames
- 19 GENESIA**
Mindscape
- 20 SIM CITY DELUXE**
Infogrames
- 21 SIMCITY** + Terrain Editor
Infogrames
- 22 A-TRAIN**
Maxis
- 23 CAESAR DELUXE**
Impressions
- 24 PERFECT GENERAL**
Impressions
- 25 SUPREMACY**
Unknown
- 26 CELTIC LEGENDS**
Ubi Soft
- 27 GLOBAL DOMINATION**
Impressions
- 28 BANDIT KINGS**
Unknown
- 29 BATTLE ISLE** + Data Disk
Blue Byte
- 30 POPULOUS** + Promised Lands
Electronic Arts
- 31 RAILROAD TYCOON**
MicroProse
- 32 RAGNAROK**
Mirage
- 33 AIRFORCE COMMANDER**
Impressions
- 34 CAMPAIGN** + Data Disk
Empire
- 35 REALMS**
Virgin
- 36 THE PATRICIAN**
Daze
- 37 CENTURION**
CCS
- 38 BREACH 2**
Impressions
- 39 HARPOON** + Data Disk
Mirrorsoft
- 40 MURDER**
US Gold
- 41 LASER SQUAD**
Krysalis
- 42 ROME AD92**
Millennium
- 43 VIKINGS**
Thalamus
- 44 BREACH**
Impressions
- 45 PALADIN**
Impressions
- 46 SIM EARTH**
Ocean
- 47 DEUTEROS**
Activision
- 48 HISTORYLINE 1914-1918**
Blue Byte
- 49 BLUE AND THE GRAY**
Impressions
- 50 SIMANT**
Ocean
- 51 WARLORDS**
Unknown
- 52 1869**
Flair
- 53 GETTYSBURG**
Mirrorsoft
- 54 ARMADA**
Mirrorsoft
- 55 BORODINO**
Mirrorsoft
- 56 MONOPOLY**
Unknown
- 57 WHEN TWO WORLDS WAR**
Impressions
- 58 RISK**
Unknown
- 59 BATTLE CHESS II**
Intercom
- 60 BATTLEMASTER**
Unknown
- 61 MOONBASE**
CRL
- 62 BATTLE CHESS**
Electronic Arts
- 63 LORDS OF CHAOS**
DMI
- 64 BRIGADE COMMANDER**
Unknown
- 65 HILL STREET BLUES**
Krysalis
- 66 AIRFORCE COMMANDER**
Impressions
- 67 STARLORD**
MicroProse
- 68 KINGMAKER**
US Gold
- 69 AIR BUCKS**
Impressions
- 70 GOLD OF THE AMERICAS**
Starbyte
- 71 HALLS OF MONTEZUMA**
US Gold
- 72 ARNHEM**
CCS
- 73 GERM CRAZY**
Electronic Zoo

Super Leagues

- 74 TOWER OF BABEL**
Microprose
- 75 CHESS CHAMPION 2175**
CDS
- 76 FLOOR 13**
Virgin
- 77 FIGHTER COMMAND**
Impressions
- 78 FORT APACHE**
Impressions
- 79 LIFE AND DEATH**
Mindscape
- 80 INTERCEPTOR**
Electronic Arts
- 81 RED LIGHTNING**
SSI
- 82 CONFLICT EUROPE**
Mirrorsoft
- 83 COHORT**
Impressions
- 84 SEIGEMASTER**
CCS
- 85 STORM ACROSS EUROPE**
SSI
- 86 CONFLICT: MIDDLE EAST**
US Gold
- 87 NAPOLEON I**
Impressions
- 88 AFRIKA KORPS**
Impressions
- 89 BIG BUSINESS**
Rainbow Arts
- 90 RAMPART**
Domark
- 91 MAELSTROM**
Empire
- 92 CASTLES**
Electronic Arts
- 93 CRIME CITY**
Impressions
- 94 'NAM**
Domark
- 95 TRADERS**
Unknown
- 96 NUCLEAR WAR**
US Gold
- 97 CHARGE OF LIGHT BRIGADE**
Impressions
- 98 CASTLES 2**
Interplay
- 99 CHAMPION OF THE RAJ**
Mirrorsoft
- 100 DRAGON FORCE**
Phalion

Arcade Strategy

- 1 CANNON FODDER**
Virgin
- 2 FRONTIER - ELITE 2**
GameTek

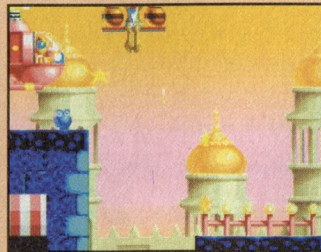


- 3 LIBERATION**
Mindscape
- 4 ELITE**
Rainbird
- 5 SYNDICATE**
Electronic Arts
- 6 SPACE HULK**
Electronic Arts
- 7 ARMOUR-GEDDON**
Psygnosis

- 8 DYNABLASTER**
VBI
- 9 THE KILLING CLOUD**
Mirrorsoft
- 10 HEIMDALL 2**
Core Design
- 11 FLAMES OF FREEDOM**
MicroProse
- 12 HIRED GUNS**
Psygnosis
- 13 STARGLIDER 2**
Rainbird
- 14 THEATRE OF DEATH**
Psygnosis
- 15 STORM MASTER**
Silmarils
- 16 SPECIAL FORCES**
MicroProse
- 17 NORTH AND SOUTH**
Infogrames
- 18 WAR IN THE GULF**
Empire
- 19 PIRATES**
US Gold
- 20 TRANSARCTICA**
Silmarils
- 21 INTERPHASE**
Mirrorsoft
- 22 DRAGON'S BREATH**
Palace
- 23 MIDWINTER**
MicroProse
- 24 IRON LORD**
Ubisoft
- 25 MILLENNIUM 2.2**
Activision
- 26 DAMOCLES + Mission Disk**
Novagen
- 27 COVERT ACTION**
MicroProse
- 28 VOYAGE BEYOND**
Unknown
- 29 LORDS OF THE RISING SUN**
Cinemaware
- 30 ROBIN HOOD**
Millennium
- 31 ANCIENT ART/WAR IN SKIES**
MicroProse
- 32 NARCO POLICE**
Dynamix
- 33 STAR CONTROL**
Unknown
- 34 TEAM YANKEE**
Empire
- 35 MOONFALL**
Hewson
- 36 TIME MACHINE**
Activision
- 37 MAGIC FLY**
Activision
- 38 PACIFIC ISLANDS**
Empire
- 39 CYTRON**
Psygnosis
- 40 STRIKE FLEET**
Electronic Arts
- 41 STARFLIGHT**
SSI
- 42 SPACE ROGUE**
Unknown
- 43 RULES OF ENGAGEMENT**
Impressions
- 44 ARMOUR-GEDDON II**
Psygnosis
- 45 MAGIC GARDENS**
Electronic Arts
- 46 ECO PHANTOM**
Elec Zoo
- 47 VOLFIED**
Empire
- 48 AIR SUPPORT**
Psygnosis
- 49 SWORDS AND GALLEONS**
Silver
- 50 D-DAY**
US Gold

Platform

- 1 JAMES POND 3**
Millennium
- 2 RUFF 'N' TUMBLE**
Renegade
- 3 FLASHBACK**
US Gold
- 4 SOCCER KID**
Krisalis
- 5 PUTTY SQUAD**
System 3



- 6 BUBBLE N SQUEAK**
Audiogenic
- 7 SUPERFROG**
Team 17
- 8 NAUGHTY ONES**
Kompact
- 9 OUT TO LUNCH**
Mindscape
- 10 KID CHAOS**
Ocean
- 11 ZOOL**
Gremlin
- 12 THE ADDAMS FAMILY**
Ocean
- 13 ASSASSIN '94**
Team 17
- 14 ASSASSIN**
Team 17
- 15 PREMIERE**
Core Design
- 16 GODS**
Renegade
- 17 FURY OF THE FURRIES**
Mindscape
- 18 ZOOL 2**
Gremlin
- 19 RAINBOW ISLANDS**
Ocean
- 20 PRINCE OF PERSIA**
Domark
- 21 DONK**
Supervision
- 22 PARASOL STARS**
Ocean
- 23 FIRE & ICE**
Renegade
- 24 ROBODOD**
Millennium
- 25 ARABIAN NIGHTS**
Krisalis
- 26 PUGGSY**
Psygnosis
- 27 LEANDER**
Psygnosis
- 28 PUTTY**
System 3
- 29 COOL SPOT**
Virgin
- 30 BRIAN THE LION**
Psygnosis
- 31 RICK DANGEROUS 1+2**
Krisalis/MicroProse
- 32 QUICK THE THUNDER RABBIT**
Titus
- 33 ALIEN 3**
Virgin
- 34 TRAPS 'N' TREASURES**
Krisalis
- 35 QWAK**
Team 17
- 36 SLEEPWALKER**
Ocean
- 37 CHUCK ROCK II**
Core Design
- 38 DELIVERANCE**
21st Century
- 39 IMPOSSIBLE MISSION 2025**
MicroProse
- 40 FUZZBALL**
System 3
- 41 RODLAND**
The Sales Curve
- 42 JAMES POND**
Millennium
- 43 9-LIVES**
Arc
- 44 ALFRED CHICKEN**
Mindscape
- 45 LETHAL WEAPON**
Ocean
- 46 ELF**
Ocean
- 47 MYTH**
System 3
- 48 SWITCHBLADE 2**
Gremlin
- 49 FANTASTIC DIZZY**
Codemasters
- 50 SUPER METHANE BROTHERS**
Apache
- 51 TEARAWAY THOMAS**
Soundware
- 52 BEAVERS**
Grandslam
- 53 JIM POWER**
Loricel
- 54 WOODY'S WORLD**
Global
- 55 'ALLO 'ALLO**
Alternative
- 56 GLOBAL GLADIATORS**
Virgin
- 57 TROLLS**
Flair
- 58 MAGIC BOY**
Empire
- 59 SWITCHBLADE**
Gremlin
- 60 MAGIC POCKETS**
Renegade
- 61 TOKI**
Ocean
- 62 ELVIRA THE ARCADE GAME**
Flair
- 63 THE BLUES BROTHERS**
Titus
- 64 WONDER DOG**
Core Design
- 65 CHUCK ROCK**
Core Design
- 66 P.P. HAMMER**
DMI
- 67 CREATURES**
Thalamus
- 68 DEEP CORE**
Ice
- 69 LIONHEART**
Thalion
- 70 MCDONALD'S LAND**
Virgin
- 71 BC KID**
Ubi Soft
- 72 CRASH DUMMIES**
Virgin
- 73 OSCAR**
Flair
- 74 BUBBLE BOBBLE**
Firebird
- 75 HARLEQUIN**
Gremlin
- 76 FLOOD**
Electronic Arts
- 77 NEW ZEALAND STORY**
Ocean
- 78 VIKING CHILD**
Unknown

- 79 CAR-VUP**
Core Design
- 80 RISKY WOODS**
Electronic Arts
- 81 YO JOE!**
Hudson Soft
- 82 JOE & MAC**
Elite
- 83 NIGHT SHIFT**
Lucasfilm
- 84 DINO DETECTIVE AGENCY**
Alternative
- 85 GLOBDULE**
Psygnosis
- 86 NEBULUS II**
Hewson
- 87 UGH!**
Blue Byte
- 88 MEGA TWINS**
US Gold
- 89 ROLLING RONNY**
Virgin
- 90 BABY JO**
Loriciel
- 91 SUBURBAN COMMANDO**
Alternative
- 92 GHOULS'N'GHOSTS**
Elite
- 93 PREHISTORIK**
Titus
- 94 NICKY 2**
Daze
- 95 WIZ 'N' LIZ**
Psygnosis

Puzzle and Quiz

- 1 LEMMINGS 2**
Psygnosis
- 2 BENEFACTOR**
Psygnosis
- 3 OH NO! MORE LEMMINGS**
Psygnosis
- 4 LOST VIKINGS**
Interplay
- 5 DIGGERS**
Millennium
- 6 PIPEMANIA**
US Gold
- 7 BUBBA 'N' STIX**
Core Design



- 8 ONE STEP BEYOND**
Ocean
- 9 PUSH-OVER**
Ocean
- 10 HUMANS/JURASSIC LEVELS**
Mirage
- 11 BILL'S TOMATO GAME**
Psygnosis
- 12 KRUSTY'S FUNHOUSE**
Virgin
- 13 KLAX**
Domark
- 14 CHIPS CHALLENGE**
US Gold
- 15 TETRIS**
Infogrames
- 16 BRAT**
Mirrorsoft
- 17 WIZKID**
Ocean

- 18 BOB'S BAD DAY**
Psygnosis
- 19 BLOB**
Core
- 20 GOBLINS 2**
Coktel Vision
- 21 MORPH**
Millennium
- 22 GOBLIINS**
Coktel Vision
- 23 GOBLINS 3**
Sierra
- 24 TRODDERS**
The Sales Curve
- 25 SINK OR SWIM**
Zeppelin
- 26 TINY SKWEEKS**
Loriciel
- 27 LOOPZ**
Audiogenic
- 28 SUPER TETRIS**
MicroProse
- 29 STEG**
CodeMasters
- 30 SWITCH QUIZ**
Switchsoft
- 31 BLOCKOUT**
Unknown
- 32 LOCOMOTION**
Global
- 33 WELLTRIS**
Infogrames
- 34 BUG BOMBER**
Unknown
- 35 ISHIDO**
Palace
- 36 PUZZNIC**
Ocean
- 37 NEVERMIND**
Psygnosis
- 38 E-MOTION**
US Gold
- 39 TRIVIAL PURSUIT**
Domark
- 40 MONOPOLY**
Supervision
- 41 CASTLE OF DR. BRAIN**
Sierra
- 42 STONE AGE**
Grandslam
- 43 ATOMINO**
Psygnosis
- 44 SUPAPLEX**
Digital Integration
- 45 LOGICAL**
Rainbow Arts
- 46 GEM'X**
Unknown
- 47 BRAIN BLASTERS**
Psygnosis
- 48 ATOMIX**
Unknown
- 49 REVELATIONS**
Krisalis
- 50 PICK'N'PILE**
Ubi Soft
- 51 QUADREL**
Krisalis
- 52 CATCH'EM**
DMI
- 53 PLOTTING**
Ocean
- 54 7 COLORS**
Infogrames
- 55 KWIK SNAK**
Unknown
- 56 SPINDIZZY WORLDS**
CodeMasters
- 57 JUMPING JACKSON**
Unknown
- 58 CLOWN'O'MANIA**
Unknown
- 59 SCRABBLE**
Melbourne House
- 60 MANIX**
Millennium

- 61 MANIC MARBLE**
Unknown
- 62 SCRABBLE**
US Gold
- 63 TILT**
Unknown
- 64 BOULDERDASH**
First Star
- 65 BOSTON BOMB CLUB**
Silmarils

Role Playing

- 1 AMBERMOON**
Thalion
- 2 DUNGEON MASTER**
Psygnosis
- 3 CHAOS STRIKES BACK**
Psygnosis
- 4 EYE OF THE BEHOLDER II**
US Gold

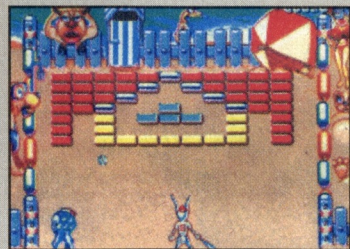


- 5 LEGEND**
Mindscape
- 6 KNIGHTMARE**
Mindscape
- 7 ISHAR 3**
Daze
- 8 AMBERSTAR**
Thalion
- 9 BLACK CRYPT**
Electronic Arts
- 10 MIGHT AND MAGIC III**
US Gold
- 11 PALADIN II**
Impressions
- 12 BANE OF THE COSMIC FORGE**
US Gold
- 13 EYE OF THE BEHOLDER**
US Gold
- 14 MIGHT AND MAGIC II**
US Gold
- 15 PERIHILION**
Psygnosis
- 16 SHADOWWORLDS**
Krisalis
- 17 WORLDS OF LEGEND**
Mindscape
- 18 LEGACY OF SORASIL**
Gremlin
- 19 POOLS OF DARKNESS**
US Gold
- 20 DARKMERE**
Core Design
- 21 DEATH KNIGHTS OF KRYNN**
US Gold
- 22 CHAMPIONS OF KRYNN**
US Gold
- 23 BLADE OF DESTINY**
US Gold
- 24 BARD'S TALE III**
Electronic Arts
- 25 BARD'S TALE II**
Electronic Arts
- 26 ABANDONED PLACES 2**
ICE
- 27 ISHAR 2**
Daze
- 28 ULTIMA VI**
Mindscape
- 29 EXODUS**
Global

- 30 STARFLIGHT II**
US Gold
- 31 WHALE'S VOYAGE**
Flair
- 32 STARFLIGHT**
US Gold
- 33 SHADOWLANDS**
Domark
- 34 SECRET OF THE SILVER BLADES**
Infocom
- 35 HARD NOVA**
Electronic Arts
- 36 SHADOW SORCERER**
US Gold
- 37 ISHAR/LEGEND OF FORTRESS**
Daze
- 38 LEGENDS OF VALOUR**
US Gold
- 39 LORD OF THE RINGS**
Electronic Arts
- 40 SPACE 1889**
Empire
- 41 MEGATRAVELLER 1**
Empire
- 42 BUCK ROGERS**
US Gold
- 43 DRAGON WARS**
Unknown
- 44 AZURE BONDS**
US Gold
- 45 POOL OF RADIANCE**
US Gold

Bat 'n' ball

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird



- 7 BUNNY BRICKS**
Silmarils
- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

Okay then Super Leagues, so you've made a valiant effort. One more complaint from an irate reader though and you'll be out!

Swap Shop



SWAP SHOP WORLD TOUR '94/95

Hello, it's Swap Shop here! Phew, what a busy month I've had since that fateful blow out on the M62. You wouldn't believe just how useful Cyril Smith and a tin of Bachelors mushy peas can be - I was in Hull hours too early! Didn't think much of Zeebrugge - too much Flem for my liking, especially since the crossing wreaked havoc with my sinuses. Anyway, all's well now as I languish here in St. Tropez with beauties all around me. Met the spine message of Home and Gardens yesterday - she was nice, bit too fussy for my liking though. Off on a cruise round the bay with page 59 of Fast Forward tonight. Just hope I can keep up with the youngster. She's a bit of alright though, I can tell you. Wahey! See you next month, if I haven't gone blind by then that is...

Over 1000 PD disks for sale. All new. For a catalogue disk send a SAE and a disk to Garwain Maslin, 12 Heol Gadlys, Bridgend, Mid Glamorgan, South Wales, CF31 1PD Will sell Simon the Sorcerer for £14 or swap for Premier Manager 2 or Monkey Island 2. Phone 0460 73847

Amiga games; Sink or Swim, Jurassic Park, Zool 2 - £15 each or swap for Theme Park (not 1200) and SimAnt. Phone 0782 335719 Selling: Syndicate £15, Syndicate Campaign Disk £10. David Eltringham, 30 Ainderby Grove, Hartburn, Stockton, Cleveland, TS18 5PJ

Just £300 buys my SNES with 17 games (Kombat, Desert Strike, Super Tennis, F-Zero etc) and programmable digital joystick. 0706 220471. Paul (after 6.30pm).

PC Engine for sale includes 10 games, SCART, plus contacts for £250 or swap for Amiga 1200. Phone 0782 518994 Help! Help! A1200 contacts wanted within Ireland. Faster reply than DHL! Send lists to:- Michael Lawrence, 12 Meadowbrook, Castle Connell, Co. Limerick, Rep. of Ireland

Amiga 500+ with half meg expansion. High Resolution colour monitor, joysticks, mouse with accessories, Mini Office program and four games £250. Phone 061 440 8427

Australia calling all genuine A500 contacts for corresponding and sharing. Interest in games. Send list. All genuine letters answered, fast! C Martin, PO Box E84, Queen Victoria Terrace, Canberra, A.C.T. 2600, Australia

Wanted: Between 80mb and 120mb internal hard drive for A1200. Must be in good condition with instructions. Ring 0734 757 847

A1200, 17 games, 6 AGA, Beaneath a Steel Sky, Premier Manager 2, Sensible Soccer, Chaos Engine, Pinball Fantasies (AGA) boxed, under warranty. 2 joysticks, GFA Basic (worth £50), Clarissa (£80), leads, manuals worth nearly £800 will sell for £450. Phone Chris 081 761 7972

Amiga 500+, mouse, joystick, loads of games inc Skidmarks, Cannon Fodder and other top titles. All for just £125 ONO. Phone Jonathon on 061 969 0674 anytime. Bye! For sale SNES with SF2, SF2 Turbo, MK, Mario Kart and converter. worth £360 will sell for £200 or less. phone 0932 562582 £230! £230 £230! Amiga 600, external drive, mouse, several joysticks, 100+ boxed original games (Cannon Fodder, Monkey Island, Sensible Soccer, Goal!, Valhalla etc.), dozens of disks. £230! 0706 220471 after

6.30pm, Paul.

Amiga contacts required to swap games, utils, educational, unusual, weird, adult (oh aye?) ect, fast return, Pulse, 7 Brecon Ave, Oswaldtwistle, Lancs, BB5 4QS

Amiga A500+ with GVP 52MB hard disk with 2MB of RAM. Boxed, all as new. Also Gunship 2000, Civilization, Imperium. £270. Phone 0978 790352

Contacts wanted. 100% reply. Write to Chris Dodd, 46 Ryhill Way, Earley, Reading, RG6 4AZ

Amiga contacts wanted. 100% reply. Send lists/disks to Keith, 28 Dunluce St, Walton Liverpool, L4 3RQ

Worldwide penpals wanted any age 100% reply. Contacts B Wallace, 1 Herald Way, Renfrew, Scotland, PA4 0LR

Want to set up a PD library. Contacts needed. Any disks would help. Send disks to Longridge, Potters bank, Durham, DH1 3RR Contacts All Amiga. Send disks/lists to swap new games. K Pimms, 42 Fanfield Rd, Wrekenton, Gateshead, NE9 7AE

Mega Drive, gun and nine games, A500, printer. TV and lots of games, joysticks etc. £1000. Phone Luke on 0656 860427

Wanted desperately Falcon classic collection in good/excellent condition. Has to be boxed with manual. Phone Tich on 0621 891116

SNES for sale, four games, three controllers, hardly used and boxed. £180 ONO. Tel Craig on 0527 853733

Wanted SSE Panzer Battles, Rommel's, McArthur. For sale Avalon Hill, computer Third Reich £25 (nope, we can't make head nor tail of it either, please send it again mate!). Swap for above considered; Wilson, 15 Chester Way, Boston, Lincs, PE21 7PR

Does anyone have Goblins - Will buy or swap for Civilization, Curse of Enchantia or Robocop 3. Must be original, boxed and in good condition. Tel. Matthew on 0392 881183 (Exeter)

Amiga 1200 contacts wanted, 100% reply. Send list/disks to Dean Nicholls, 1 Mansel Street, Port Talbot, South Wales, SA13 1BL

Amiga contact wanted. Your disk/list for mine. Reply guaranteed. Send to Philip Wise, 2 St. Davids Road, Blackwood, Gwent.

For sale: Amiga 1200, 3 joysticks, mouse, mouse mat, dust cover, blank disks, over 15 games, £300 ono. Phone Lloyd Garner on 0787 278857.

Wanted: cheap Amiga games. Cannot afford high prices, must be recent titles. Any condition. Write to Jon Lewis, 18 Redthorne Way, Hatherley, Cheltenham, Glos., GL51 SNW.

Wanted: Elvira games, boxed originals with manuals. Also Nobby, Blues Brothers. Write to Tony Picking, 152 Monks Road, Lincoln, Lincs., LN2 5PL

Amiga contacts wanted, 100% reply guaranteed. Send lists/disks to Asher Hudson, 24 Princes Way, Macclesfield, Cheshire, SK11 8UB.

Contacts wanted to swap games and tips. Send disks/lists to Daniel Lafferty, 46 Corlaich Avenue, Glasgow, G42 0DS.

For sale: Amiga 1200 with colour telly, Canon inkjet printer with auto sheet feeder, external disk drive, 40MB IDE hard drive, parallel port expander. Software includes Frontier, Sensi Soccer and Skidmarks. Superb condition only £550. Phone Paul Williams on 0946 693076.

Swap: Populous, Nick Faldo, Chuck Rock for Champ Manager 93/94, A-Train. Phone Kevin on 0442 212289.

Swap or sell Simon the Sorcerer, EOB 2, Ishar 2, Kyranidia, Beast 3. Wanted: Indy 4, Valhalla, Ambermoon. Phone Dumbi Obiorah on 081 3183309.

A1200 contacts wanted. 1000% rely, no beginners. Send lists to Craig at 119 Stone Cliff Park, Welton, Lincoln, LN2 3LL

Wanted for Amiga 500+ Escape From Colditz. Swap or buy. Phone Edward Seager on 0245 351056.

Swap: Sensible Soccer V1.1, Brutal Sports Football, Premier Manager, Epic, Thunderhawk and Mercs for either Settlers, Dune 2, Elfmania or Skidmarks. Write to Mr C. Lan, 15 Back Hamlet, Ipswich, Suffolk, IP3 8AH.

Striker £6, Curse of Enchantia £14, Panca £5, Overdrive £13, Xmas Lemmings £12. Ring Joe on 0602 231162.

Wanted: Space Crusade, Voyage Beyond. Phone Neil Papworth on 0424 754962.

Amiga contacts wanted for fast swapping 110% reliable. Send disks/lists to Richard Thomas, 4 Trelys Close, Blackwood, Gwent, NP21 1UT.

A500, 1 Meg upgrade, Action Replay, 2 mouses (sic), joystick, over £150 worth of games including Monkey Island 2. All this for £225 or swap for A1200 with one game. Phone Rich Kellett on 051 339 0232.

Sell: Realms, Wing Comm., Black Crypt, Archer's Pool, Faldo Golf, Sensi Soccer, Campaign, Frontier, Larry 1. £6 each £40 the lot. Phone Chris Keithley on 0473 658041. Sell: Zool, B. Blows Galactic, Nigel Mansell, Pinball Fantasies, Chaos Engine, all AGA versions £6 each or £25 the lot. Phone Chris Keithley on 0473 658041.

Amiga contacts wanted, 100% reply. Send list to Jason, 15 Middle Street, Taunton, Somerset, TA1 1SJ.

For sale: Sensible Soccer V1.1 £10, boxed. Phone Mark on 0474 704965.

Help! I need some help in setting up my printer. Will pay you for time and travel. Phone Steven Ashton on Halifax (0422) 206096.

Experienced adventurer cleaning out broom cupboard. Lots of stuff going for £5 - £10 each, including Heimdall, Indy Atlantis and loads more. Send your address to Andy, 39 Brimstree Drive, Shifnal, Salop, TF11 9PX, but make it fast! All boxed originals. Female penpals wanted!!! Aged between 15-25 103% reply. Write to Chris Paton, 97 Tillycairn Road, Garthamlock, Glasgow, G33 5HD. Respect!

I'm selling Lombard RAC Rally still in box and with instructions for £5.99. Phone Richard Daniels on 0384 254961.

Male or female penpals wanted to talk about anything. Contact Aran Smithson, 66 Worcester Road, Marton, Blackpool, Lancs., FY3 9SZ.

Hey!! Wanted: Amiga contacts, large database of games. Send disk/lists to Bob, 10 Queen Street, Littlehampton, W. Sussex, BN17 6EP.

Game Gear with 10 games. Sell for £150 or swap for 80 meg Hard drive (IDE) for A600. Write to Simon Jones, 10 Bryn Seion, Denbigh, Chwyd, LL16 3YU.

For sale: A500+, Roclite 2nd drive, Zipstik, mouse, plus over £300's worth of games. All mint condition, unwanted present. The lot for £500. Phone Darren on 071 473 4095.

Wanted for Amiga 500: Hunter and Escape from Colditz. Reasonable price paid. Please phone Michael Fido on 0602 611118 (after 6PM).

Wanted: AGA PD and games contacts. Send disks to Richard Whittington, Gate House, 94 Hogs Gate, Moulton, Spalding, Lincs., PE12 6QH.

Wanted: Gauntlet 2 + Platinum. Also I have games for sale. Phone Jonathon Sweetman on 0342 313672.

212 Meg A1200 with external drive, 2 joysticks, 2 mice, loads of latest games, £410 ono. Phone Dave on 0703 705152.

Amiga contacts wanted, 100% reply. Please send list to Chris, 52 Mendalgief Road, Newport, gwent, NP9 2HF, South Wales.

Swap: Curse of Enchantia for Police Quest, Last Crusade or Space Quest. Phone Dominic on 0494 722152.

For sale: Amiga 600 with Commodore 1084 ST colour monitor, several games, disk boxes with 200 odd disks, 2 joysticks + mouse, all manuals and leads. All as new £400 ono. Phone Don on 0353 862790.

Help offered on loads of adventures and RPGs. For list write to Paul Hardy, 33 Firtree Drive, Wales, Sheffield, S31 8LZ.

Cheats, have your Amiga games with infinite lives, ammo, credits and many more. £1 per game, send disks now, 100% reply. Write to David Nicholson, 14 Colenso Road, Holbeck, Leeds, LS11 0DD.

Desperately wanted: World Championship Boxing Manager by Krisalis. Willing to buy or swap. Phone Daniel on 0626 53439.

Tool do you want to be scared then listen to Undertow. Spencer.

Any strategy or role playing games to swap or buy? Write to Cathal Farrell, 51 Derriaghy Road, Lisburn, N. Ireland, BT28 3SH.

SwapShop

Swap: Team Yankee, Seek and Destroy, Chaos Engine, Retaliator for Sabre Team, Historyline, Pacific Islands, Battle Isles or similar. Phone Julian Harding on 0633 891340.

Mega Drive for sale. Includes three games. Still boxed, very good condition £70 ono. Phone Mr. P. Spratt on 091 2375155.

Wanted: Amiga contact, 111% reply. Send lists or disks to Rocky Cannon, 76 Canberra Towers, Kingsclose Ave., Weston, Southampton, SO19 9JY.

Amiga contacts wanted 1000% reply, so write to Neil (age 12) at Dumbie Dykes, South Dronley by Dundee, DD2 5QR, Scotland.

Amiga contacts wanted. Send disks and lists to Carl, 449 The Ridge, Hastings, East Sussex, TN34 2RT.

Amiga contacts wanted. Guaranteed reply. Send disks/lists to Ian Phipps, 38 Bridges Road, Norton Canes, Cannock, Staffs., WS11 3PB.

Cheat compilation V.2.2 - Cheats covering over 1000 games. For disk send £4 to R. Blewitt, 14 Ashley Drive, Banstead, Surrey, SM7 2AG.

Female contacts wanted: Between 12-14 and living in Ireland or England. Send you love letters to me now (Oh dear!), Nicholas Jackman, Coolkenno, Tullow, Co. Carlow, Ireland

Wanted 14" Remote Control Portable Colour telly. Contact Chris Garvey on 0935 74892 (preferably Somerset area). No busted ones please!

Wanted Monkey Island 1&2, Indy Fate of Atlantis, Beneath a Steel Sky, Alex Wright 0394 382395 (for Amiga 500)

SNES for sale - five games inc SF2, Mario Kart, Star Wars plus Action Reply cart, will swap for A600. All good offers considered, 100% reply. DA Donohue, 7 Laidon Ave, Easterside, Middlesborough, Cleveland TS4 3QE

A500 for sale, good condition includes joystick, cover, mouse and software. Will sell for £150. 0602 725423

Swap Lotus 3, Beneath a Steel Sky for Elite 2 and Superfrog. Ged McDonnell, 19 Laurel Grove, Greenacres, Dundalk, Co Louth, Rep of Ireland

Cannon Fodder: Missio 19. Please Help me. Write to Jorge Nogueira, Rua Alvaro de Casteloes, No. A54, 4200, Porto, Portugal

Wanted Kixx XL graphic adventure games in good condition. Will pay up to £7 or swap for something. Phone Dominic 0494 722152 Contacts A500, Male or Female. 101% reply. Send lists, disks to Chris Muckell, 12 Eaton Rd, Dover, Kent, CT17 9PB

For Sale, Amiga 500 and 600 Humans, £18. 051 487 5044

Zool 2 for sale, not even used. Write to Laura at 26 Knockview Ave, Doagh Rd, Newtownabbey, Co. Antrim, N.I. BT36 6T2

I am selling my Amiga 600, and that's not all! Mouse, joysticks, external drive, and over 100 boxed original games, including things like Monkey Island, Cannon Fodder, Nick Faldos Golf, MicroProse Golf, Superfrog, Alien Breed II, AB Special Edition etc etc.

Also loads of disks (unboxed original games, PD, etc), all for... £230!!!!!! Ring 0706 220471 after 6.30pm and ask for Leanne. **Wanted Amiga 500 game must be cheap and in West Brom area.** Tel 021 558 6632

Games for swap wanted. Strategy/sport. Especially after Warlords. Phone David on 0292 313680

Sell EOB2, Betrayal, Harpoon, Captive, F19, Lotus 1,2,3, Dungeon Master, Harlequin, Arabian Knights, Premiere, Resolution 101 etc etc. Tel 0493 653195

A1200 contacts. Write to PT 5 Boxdale Rd, Liverpool, L18 5EN

My Skidmarks for your Syndicate (tee-hee eh?) or Beneath a Steel Sky or maybe Pinball Fantasies + Dreams. Boxed originals only please. Roham Jackson 0734 757847

Swap Frontier with all manuals and instructions for either Syndicate, Detroit, Cannon Fodder or K240, originals only. 0482 811171

Wanted Celtic Legends. I am willing to pay a good price or swap for Titan, The Immortal, Toki (no instructions) or Treasure Island Dizzy. All boxed. Phone Ricky Bell on 0536 260453

Sell Liberation, Cannon Fodder, K240, Settlers £12 each, Jurassic Park, F1, Walker, Their Finest Hour, Mega-lo-Mania £10 each, Special Forces, Nick Faldos, Robocop 3, Stardust, Wing Commander, Wizkid, Harlequin, Soccer Kid, Body Blows, Space Crusade, JW Snooker, John Madden Football, Premiere, Fire and Ice, Populous and Sim City £6 each. Phone Jonathon Clifford on 081 578 0112

Amiga contacts wanted. Write to Ari Kylmaenen, HHK, 5AH, Kaarina 20780, Finland

Mega Drive games for sale, Sonic 3 £35, Eternal Champions £35, SFII £40. Also five games for £40 (call). Also want Amiga 5/600 games. Yasar, 0582 560356

Wanted: Beneath a Steel Sky, Monkey 1&2, Simon the Sorcerer. Pay £5 each or swap for my games - ring for list. Adam 0606 593124

Swap: Legend of Kyrandia, Ishar, Lotus 3, Shadowlands, Shadowworlds, Elvira 1&2, F29 Retaliator. Wanted Dune 2, Caesar Deluxe but others considered, Martyn Hawker, 25 Winchester rd, New Milton, Hants, BH25 5EB

Amiga Contacts wanted UK and worldwide. Send lists/disks to Jim, 88 Southbourne Rd, Southbourne, Bournemouth, BH6 3QQ

Amiga contacts wanted. Send lists/disks to Paul, 3 Boulton Cl, Linacre Woods, Chesterfield, Derbyshire, S40 4XJ

Have over 30 A500 games for sale or swap from £2 to £10 including Operation Stealth, Airbus A320, Pinball Fantasies, Hunter, SWIV. I want Ragnarok, Gold of the Aztecs, Serious Backgammon, Chess Champ 2175. Telephone Allan Brown 071 793 1185

SNES games for sale. World Class Rugby £15. World Warrior £10, Another World, Box, Instructions, £5. tel. Anthony 0454 620623

Wanted original games for A1200. Battle Isle '93, Civilization AGA, K240, Diggers, Populous II. Mr. P Browne, 5 Tynedale, Dale park, Hull, HU7 6EL

Amiga 1200 contacts wanted 100% reply. Send list or disks to Gary, 27 Kirkton Cres, Dundee, Scotland DD3 0BN

Sega Mega Drive with SFII, Sonic 1 & 3 and six-button joystick, Menacer Gun and Mags. Worth £405, Sell £170. Tel. 0629 733847

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Contacts interested in everything to do with Amiga. A1200. Send disks or lists to Gaving 140 Taplow, London SE12 2UJ

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3, Dark Queen of Krynn. Reasonable prices paid. Alan, Runcorn 0928 718932

Kick Off 3, Amiga 1200 only, requires 2 button joystick. £23 ono. Will swap for Mortal Kombat. Tel 0533 661301

Swap Amiga 500, 1 Meg with joysticks & pad, plus loads of games for SNES with games. Tel phone Mick 0282 454358

Desperately needed. A copy of Player Manager on A600. Will swap or pay. Ring Matthew on 0642 612889

I will swap A-Train or Heimdall or Micro Machines for Flashback or Leisure Suit Larry or any other suggestions. Phone Leon Poultney 725970 (No STD code supplied)

Leon but he lives in Bury St. Edmonds so ring Directory Enquiries folks!

For sale Murder, Dragon's Lair, Speedball, Corporation, Intact sell for £5 each. Will swap, phone David on 081 997 5114

PENPALS wanted. I'm into Heavy Metal (Lucky you!) and have an A1200. We could swap games & tapes. Send your list of tapes and games to me and you'll get my lists.

101% reply and 101% reliable. Girls or boys write to Hugh Winton, 6A Willowbank Rd, Alness, Ross Shire, IV17 0QU, Scotland

Amiga 500 for sale. 1MB, Joystick, games, mouse etc, £125 good condition but money

needed. Ring Adrian on 0274 499604

Amiga contacts wanted. Send lists and disks to: Gavin Cyberpunk (nice name Tool!), 140 Taplow, Thurlow St, London, SE17 2UJ

SNES with Zelda, Bubsy the Bobcat, Street Fighter 2, 2 controllers, adaptor £100Tel 0472 852533 and ask for Adam

PD games for £1. Send a SAE for list. John ee, 17 Beech House, Swan Rd, Rotherhithe, London SE16 1DQ

Amiga programmers, musicians, artists and sysops needed. Please write to Russell Lewis, 44 Moreton Rd North, Luton, Beds LU2 9DP

3000+ PD disks and 2000 music modules to swap. Write to Russell at the address above

Will swap Nick Faldo golf, Graham Gooch, Populous/Promised lands, A-Train, anything considered. Ring Graham on 0831 340801 (mobile)

Swap Amiga 500 with Cannon Fodder, Lemmings 2 and others for Mega Drive or SNES or sell £150. tel 0273 707608

C64 for sale 15 games, 2 joysticks, instructions, still boxed, good condition £50 (worth £100). Phone Richard on 0443 475734

For sale: funny joke book, excellent condition, never used. Write to Paul Roundell, Rawtenstall, Lancs. (Funny bast)

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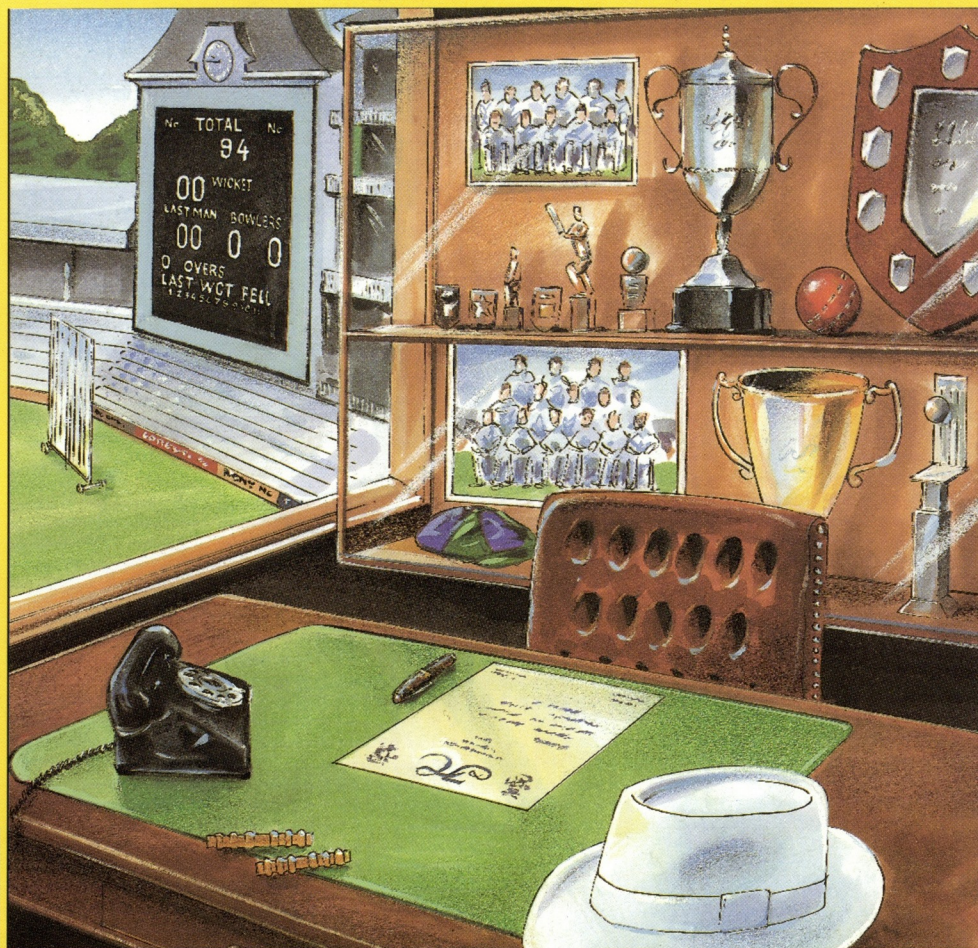
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